For Characters Levels 4–6

9456

Advanced Dungeons & Dragons® 2nd Edition

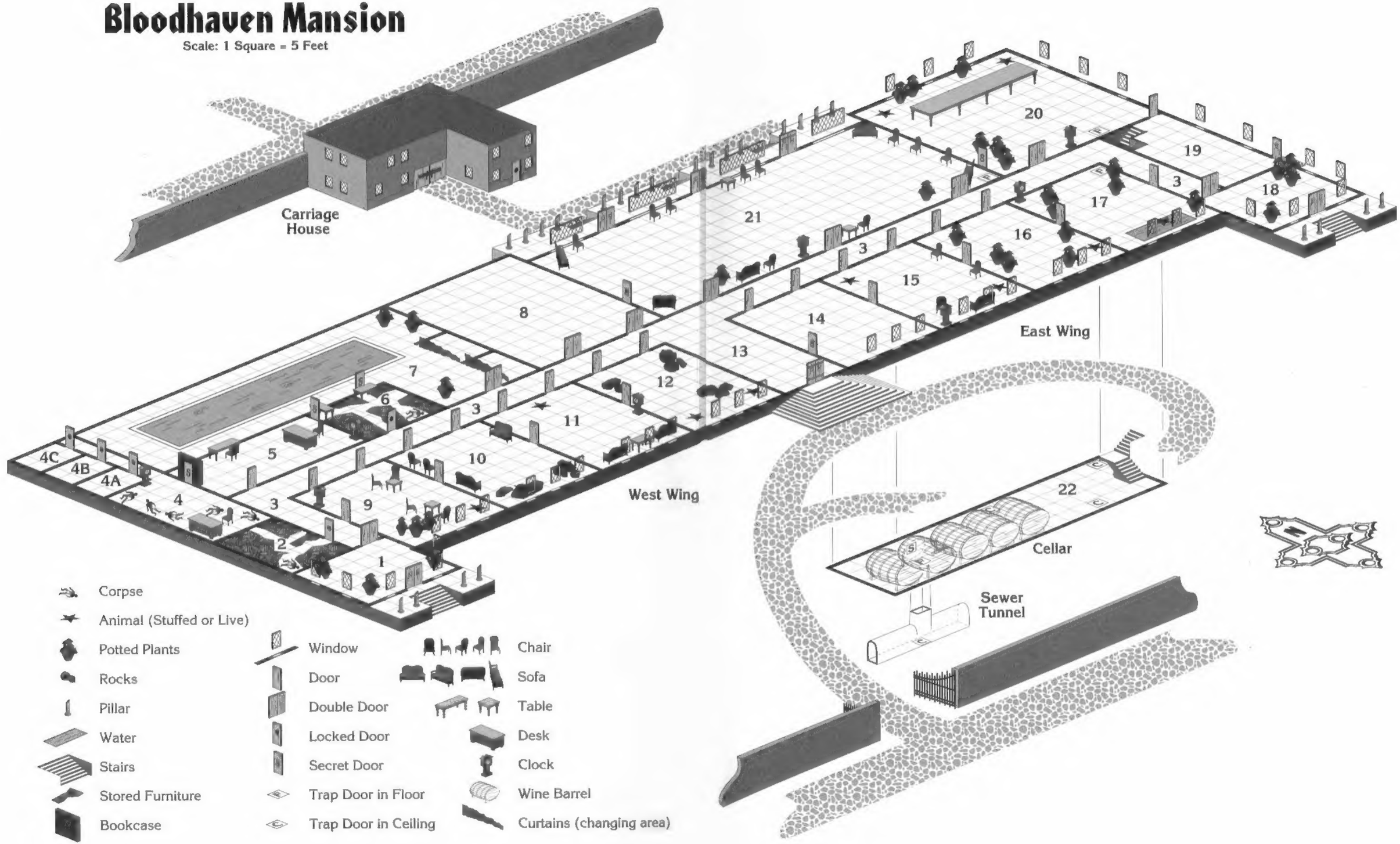
Ravenloft®

Official Game Adventure

Hour of the Knife

Bloodhaven Mansion

Scale: 1 Square = 5 Feet



HOUR OF THE KNIFE

Credits

Designed by Bruce Nesmith and Lisa Smedman

Edited by Barbara G. Young
Project coordination by Andria Hayday
Cover art by John and Laura Lakey
Interior art by Arnie Swekel
Art coordination by Peggy Cooper
Graphics coordination by Sarah Feggestad
Cartography by John Knecht
Typesetting by Angelika Lokotz
Production by Paul Hanchette

TSR, Inc.
POB 756
Lake Geneva
WI 53147
U.S.A.

TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

9456XXX1501

ADⅇD, ADVANCED DUNGEONS & DRAGONS, and RAVENLOFT are registered trademarks owned by TSR, Inc. MONSTROUS MANUAL, and the TSR logo are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1994 TSR, Inc. All Rights Reserved. This module is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or art work contained herein is prohibited without the express written permission of TSR, Inc.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English-language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

Printed in the U.S.A.

TABLE OF CONTENTS

Introduction 3
For the Dungeon Master 3
What's Needed to Play 3
Organization 3
Fear and Horror Checks 4
Story Background 4
Death by Doppleganger 6
Replacing the PCs 7
A Word on the Jackalwere 7
Shapeshifting 7
Gaze Attacks 8
Paridon 8

Murder Most Foul 10
The First Victim 10
Meeting the Folk of Paridon 11
Hanging Around the Body 11
Looking for Help 12
The Investigation Begins 14
A Sharp Warning 14
The Second Victim 15
False Alarms 16
Anatomy of the Crime 18
The Third "Victim" 19
If the Attack Is Foiled 19
The Real Victims 20
A Shred of Evidence 22
A Prime Suspect 22
Confronting the Doctor 23
The Inspector Is Unmasked 26
Confronting the Inspector 27
The Fourth Victim 28
At the Scene of the Crime 29
A Distraught Husband 31
The Fifth Victim 33
Attack From Above 34
Pursuing the Murderer 34
Examining the Victim 34

An Encounter With Evil 36
Sodo, Lord of Zherisia 38

The Bloody Blade 39
The Chase Begins 39
Blood in the Streets 39
Hunter and Prey 41
Inside the Carriage House 42
Bardan's Strategies 44
Bloodhaven Estate 45
Purpose of the Party 45
Reactions of the Guests 45
Additional Encounters (sidebar) 46
The Grounds 47
The Mansion 47
Sir Edmund Bloodsworth (Roja) 52
Encounters With Roja 54

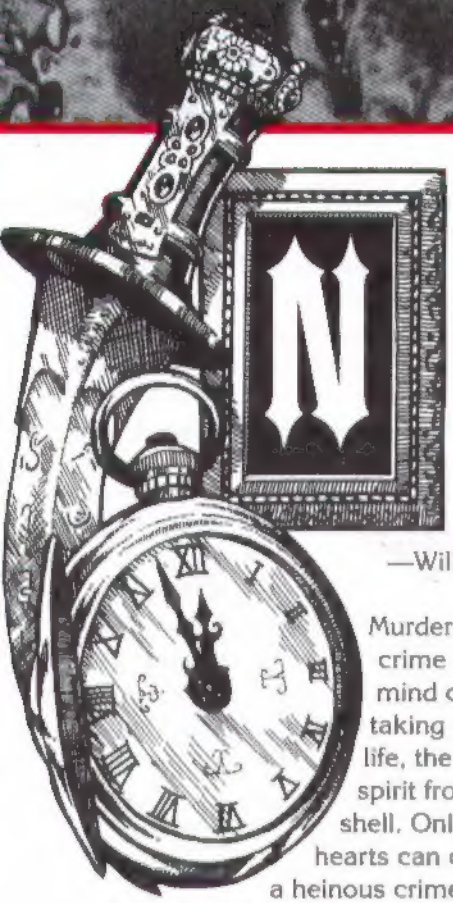
Escape From Evil 55
Into the Sewers 55
Creepy Coffins 56
Escape From Zherisia 57

Player Handouts 59
Ire's List 59
Newspaper Clipping 59
Mulor Clan List 59
Possible Targets 60
Letter Fragment 60
Bloodsworth Family Crest 60
Replacement Player Characters 60

Doppleganger, Ravenloft 63

Sidebars
Cast of Characters 12
Clues and Conundrums 22
The *Fang of the Nosferatu* 56

INTRODUCTION



Not a flower, not a flower sweet
On my black coffin let there be strown;
Not a friend, not a friend greet
My poor corpse, where my bones shall be thrown.

—William Shakespeare

Murder. What fouler crime can the human mind conceive? The taking of an innocent life, the sundering of a spirit from its mortal shell. Only the darkest of hearts can contemplate such a heinous crime.

In the fog-shrouded streets of the city of Paridon, murder has been done. Blanketed by the shadows of the night, a fiend walks the streets, searching for his next victim.

Fear follows in his wake. This was not a random killing, nor was the method of murder a common one. The victim—a young woman of great beauty and questionable virtue—was systematically butchered, her body drained of blood. And she is only the first.

Over the next five nights, the murderer will strike again and again, with the ominous regularity of a ticking clock, unless someone can stop him. But time, like sand pouring through an hourglass, is running out.

For the Dungeon Master

Hour of the Knife is an adventure for five or six player characters (PCs) of levels 4 to 6. The party may contain any combination of character classes.

Magical items that can bring the dead back to life or protect against *ESP* abilities will give the PCs an advantage in this adventure. The Dungeon Master (DM) may increase the strength of some of the encounters to balance this advantage.

Hour of the Knife introduces a new monster, the Ravenloft doppleganger (see page 63). All dopplegangers encountered in this adventure are of this type.

One important point to note is that this module encourages the DM to kill off the PCs and replace them with dopplegangers. (See "Death by Doppleganger" on page 6 for details.) The killing and replacing of PCs ends after the chapter "An Encounter With Evil."

What's Needed to Play

Hour of the Knife uses a variety of monsters that can be found in the *Monstrous Manual*™. Supplemental information on the Divinity of Mankind philosophy (on which Paridon's priesthood is based) can be found in *The Complete Priest's Handbook*.

Before play begins, the Dungeon Master should photocopy the player handouts on pages 59 to 62 (which contain important clues and replacement characters), as well as the illustrations on pages 35, 41, and 51. The DM can then hand this information to the players as directed in the text. The DM should also choose locations for minor encounters and NPCs' homes, and note these on the poster map provided with this adventure. The poster map is for the DM's use only and should not be shown to the players.

Organization

Hour of the Knife is organized into several chapters. The series of five murders that leads up to the climax (and possible sixth murder) is described in the first chapter, "Murder Most Foul." The encounters provided in this chapter must be played in their proper order, since they reveal a series of clues to the PCs.

Two sidebars appear within the first chapter. "Clues and Conundrums" (see page 22)

contains encounters that are intended to be sprinkled throughout the events of "Murder Most Foul." The DM is free to pick and choose from among these encounters, dropping them into the story as the PCs search for clues and question the nonplayer characters (NPCs). See the "Cast of Characters" sidebar beginning on page 12 to meet the major players in this adventure.

Once the players have worked their way through the events in the first chapter, or all the PCs have been killed or replaced by doppelgangers, the DM should turn to "An Encounter With Evil." In this section, any PCs who were killed meet Sodo, lord of the domain of Zherisia. Sodo *resurrects* them and demands that they recover an important item for him: the *fang of the nosferatu*. This magical knife is the centerpiece of the adventure. For a complete description, see the sidebar titled "Fang of the Nosferatu," which begins on page 56.

The action then switches to Bloodhaven Estate, home of Sir Edmund Bloodsworth. By this chapter, entitled "The Bloody Blade," the PCs should have learned the identity of the murderer and should be trying to stop him before he can kill a sixth time.

The final chapter, "Escape From Evil," provides the PCs with a means of escape from Zherisia.

As noted above, *Hour of the Knife* includes several "Player Handouts." The handouts contain visual clues that the DM should hand to the players when directed by the text, as well as replacement characters for players whose PCs have been killed or replaced by dopplegangers.

The final pages of the adventure provide a *Monstrous Manual* entry for the Ravenloft doppleganger.

Fear and Horror Checks

Several times during this adventure, the PCs are directed to make fear and horror checks. These die rolls are a method of encouraging a character's appropriate emotional response to a frightening or horrific situation. (See the *RAVENLOFT® Campaign Setting* for complete details on fear and horror check results.)

Whenever a PC encounters a situation where a fear or horror check is called for, the DM should give the character a moment to react. If the PC reacts appropriately in fear or horror, the check may be omitted as a reward for good role-playing. This allows the player to maintain control over the character.

Story Background

Hour of the Knife takes place in the city of Paridon, located in the Ravenloft domain of Zherisia. The entire adventure takes place within the city itself. If the PCs attempt to leave the city, the streets become filled with fog, and the PCs find that they have somehow lost their way and doubled back on their original course.

The adventure opens with a series of grisly murders. In each case, the victim is a woman who has been systematically mutilated and drained of blood.

This is the not the first time a series of murders has plagued Paridon. The cycle repeats itself every 13 years, with six murders on six consecutive nights.

The PCs are the first people on the scene after the first murder and must unravel a series of clues to learn the identity of the murderer. Along the way, they are ambushed by gangs of jackalweres and dopplegangers and must sort out several false leads, some of them planted by a doppleganger who has taken over the identity of Andrew Logan, inspector of the Paridon Guard.

The murderer is, in fact, a doppleganger who is posing as a member of Paridon's upper crust: Sir Edmund Bloodsworth. He is aided by his coachman (also a doppleganger) and his huntsman (Bardan, a jackalwere), who procures ladies to be Sir Edmund's victims.

As the oldest doppleganger of the Mulor clan, Sir Edmund heads a loyal group of fellow dopplegangers. A complete list of the 23 dopplegangers who belong to the Mulor clan can

be found on page 59. Each time a doppleganger is killed, its name should be crossed off this list.

Sir Edmund once served a higher master: Sodo, lord of the domain of Zherisia. Recently he has betrayed Sodo, and the two are now locked in a deadly struggle for power.

Sodo, too, is a doppleganger, but he suffers from two strange and terrible curses.

The first curse prevents him from holding a particular shape for more than a few moments. The more agitated and excited Sodo becomes, the more rapidly his shape shifts. Thus, when he wants to interact with the folk of his domain, Sodo must rely on other dopplegangers to run his errands and carry messages.

Sodo's second curse can also be a blessing. The domain lord is addicted to the terror and agony of violent death. He must feed on this fear regularly or suffer unbearable pain himself.

To experience the pain and terror he craves, Sodo must touch his victims while using his *ESP* abilities. Perversely, his touch eases pain and restores life to the dead. As a result, Sodo is able to experience only a fragmentary moment of his victim's pain before his touch offers soothing release.

To overcome this difficulty, Sodo commissioned a powerful wizard to provide him with a magical item specifically tailored to his needs. The wizard presented Sodo with the *fang of the nosferatu*, a magical knife capable of drawing the pain and terror from any victim it kills and transmitting it to the person wielding the blade. As a side effect, the knife also drains blood from its victim.

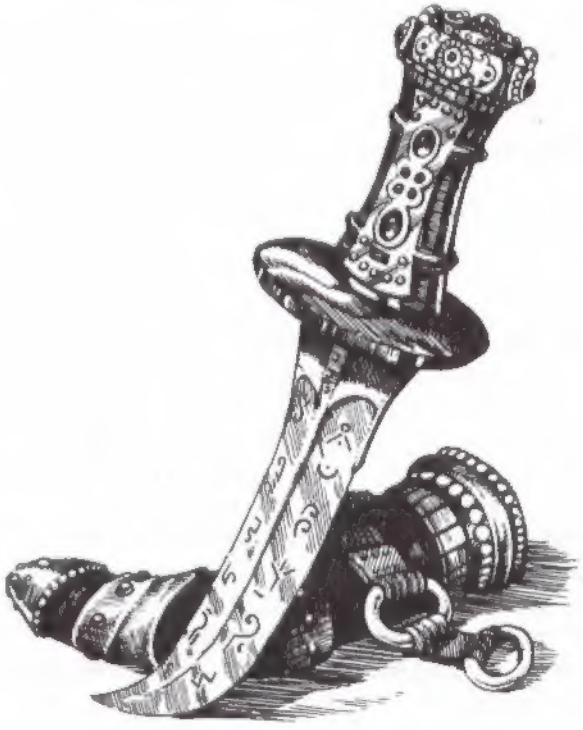
There was only one drawback to the weapon. Whenever he commits a murder, Sodo becomes highly agitated and excited. When he first tried to use the *fang of the nosferatu*, he shapeshifted so rapidly and violently that he was unable to use the blade.

Sodo soon discovered a solution to his problem. Choosing a trustworthy doppleganger, Sodo instructed him to wield the *fang of nosferatu* in his place. As long as that servant held the knife in specially gloved hands while committing the murder, the stored pain and terror remained within the blade. Once the knife was placed in Sodo's bare hand, the lord could freely savor its vile pleasures.

The *fang of the nosferatu* has one even greater power. Used in a particular fashion, it can bestow 13 years of invulnerability on its wielder (or on the first person to touch it with bare hands). To perform this function, the magical knife must claim six victims on six consecutive nights, and the murders must be committed at the stroke of midnight.

Sodo began using the knife in this fashion 156 years ago, when the first series of murders was committed by his servant. As *Hour of the Knife* opens, it is time for the 13th series of murders. The first of these murders is committed on the night the PCs arrive in Paridon, and becomes their first encounter.

This time, Sodo has chosen the doppleganger who is posing as Sir Edmund Bloodsworth to be his knife wielder. It proves to be a poor choice.



Like Sodo, this doppleganger is a sadist who savors the taste of terror. Sir Edmund has learned about the magical properties of the *fang of the nosferatu* and has claimed the knife as his own. Instead of wielding the knife for Sodo, he is wielding it for himself. If he succeeds in using it to commit six murders on six consecutive nights, he will have bestowed invulnerability on himself. For 13 years, it will be nearly impossible to kill him.

If Sir Edmund Bloodsworth plays his hand correctly, he just might become the next ruler of Zherisia.

Death by Doppleganger

During the first part of this adventure ("Murder Most Foul"), special rules apply when the PCs are dealing with doppelgangers. Any time one of the PCs is left alone for more than one round in the company of a doppleganger (if the PC goes off alone to talk to an NPC, or is left behind during fast-paced combat), that PC is automatically killed and replaced by a doppleganger. The doppleganger then mimics the PC's form and rejoins the group. (The doppleganger's *ESP* powers and mimicry enable it to seamlessly rejoin the party.)

The DM should *not* tell the player that the PC has been killed and replaced. (The attack happens off-stage and is not role-played.) The DM should let the player continue to play the character with no knowledge that the PC is now a doppleganger. The player is informed that the character has been replaced by a doppleganger only when it comes time for that doppleganger to attack the other PCs. (There are several places in the adventure where any dopplegangers masquerading as PCs must attack.)

When this happens, the DM should pass notes to the affected players, explaining what has happened and instructing each of them to attack another PC of the DM's choosing. The players must then make an honest attempt to kill their targets and get away.

Surprise is almost guaranteed, granting the attacker a free round of attacks. If the attack comes from behind, the attacker gets the standard +2 THAC0 bonus.

If the doppleganger PC is killed, it resumes its natural doppleganger shape. As soon as this happens, the surviving PCs are going to start suspecting each other. The DM should encourage this suspicion; it will add to the terrors of adventuring in Ravenloft.

A doppleganger is able to mimic the form of its victim and can use its *ESP* ability to act exactly like the victim. It also can (and does) remove all magical items from the body of its victim and can use these. It cannot, however, duplicate the victim's special abilities (spells, high-level thieving abilities, clerical turning abilities, fighters' extra attacks, etc.). In gaming terms this means that, whenever the doppleganger character attempts to use these abilities, he or she automatically fails (regardless of the player's dice rolls). A succession of such failures will cause some suspicion on the part of fellow PCs, but it will also serve as the first clue that all is not right with their companion.

Although a doppleganger normally would differ in certain statistics (Strength, Dexterity, Constitution, Intelligence, and Wisdom) and would have different saving throws than the PC it is mimicking, the DM should allow replaced PCs to continue using their original statistics and saving throws. This allows for the fact that the doppleganger is intelligent enough not to do anything that would give it away. If the player attempts to have the PC cast spells or perform any action the doppleganger may not do, the DM must come up with a plausible reason why the action fails.

When it comes time for the doppleganger to attack, however, the player should use the following statistics.

Ravenloft doppleganger (player character): INT high (13–14); AL NE; AC 5 (or by armor type if armor stripped from victim); MV 12;

HD 5; hp 23; THAC0 15 (14 with surprise); #AT 1; Dmg 1d12 (fist) or by weapon type; SA surprise; SD *ESP*; MR immune to *sleep* and *charm* spells, save as 10th-level fighter; SZ as per victim; ML elite (13); XP 650. (See page 63.)

Replacing the PCs

A player whose character has been replaced by a doppleganger continues to role-play the character until that doppleganger attacks the other PCs. It will then either flee or be killed (and transform back into its original shape). In either case, the doppleganger cannot again successfully mimic that PC, since its cover has been blown. The player must stop role-playing the character. Likewise, if a PC is killed by other means (in battle, for example), that player will be without a character to play.

Experienced role-players may be able to take the seemingly arbitrary death of a cherished character in stride, but other players may need a little encouragement that all is not lost.

When a PC dies (or when replacement by a doppleganger is revealed), the DM should read the following to that player:

> Although you realize now that death has claimed you, there is still a shred of hope to which your sundered spirit clings. Somewhere back in the mortal realm, forces are working to restore life to your battered corpse. As long as there is thought, there is hope. And as long as there is hope, there might yet be life. Deep in the core of your being, you sense that this is not the end, that you still have a part to play.

The bodies of the PCs killed during "Murder Most Foul" eventually wind up in Sodo's hands and will later be resurrected in "An Encounter With Evil." Until that chapter is reached, the players will need other characters to play.

Using the replacement characters found in the "Player Handouts" section, the DM can either assign a replacement character that suits each player's gaming style, or can allow the player to choose from the characters provided.

A replacement characters should be assigned a level two levels lower than the player's original character (minimum of 2nd level). For this reason, the replacement characters are deliberately incomplete. The DM must fill in any statistics and abilities that are determined by level.

A replacement character joins the party immediately after the encounter where the player's previous character was killed (or revealed to be a doppleganger) and is subject to the same rules as the original characters (if left alone with a doppleganger during "Murder Most Foul," the new character dies and is replaced by a doppleganger).

If all of the PCs have been killed, the DM should immediately turn to "An Encounter With Evil." In this chapter, the players are given the option of having their old characters resurrected—for a price.

As soon as the events of "An Encounter With Evil" have been played through, the DM should set aside the rule that players left alone with dopplegangers are automatically killed and replaced. Instead, encounters with dopplegangers should be role-played. A PC who is killed or overpowered by a doppleganger will not be replaced but will be out of play, perhaps permanently!

A Word on the Jackalwere

Hour of the Knife makes extensive use of the jackalwere. Most of the jackalwere's abilities are described in the *Monstrous Manual*, but two of the jackalwere's special abilities—shapeshifting and its magical gaze attack—need clarification.

Shapeshifting

Unlike the doppleganger, the jackalwere cannot precisely imitate a particular human form. It *can*

specify up to three generalized characteristics of its human form, but not the exact look.

A jackalwere can specify any three of the following characteristics:

- gender (male, female)
- size (tall, short)
- build (muscular, normal, thin, fat, etc.)
- comeliness (beautiful, average, ugly)
- color of body parts (hair, skin, eyes)
- distinguishing features (scar, lisp, missing limb, etc.)

For example, the beast might choose to be beautiful, blond, and female but will be unable to control its height, build, or distinguishing features.

Usually, a jackalwere specifies a gender for its human form. (This always counts as one of the choices.) If it does not specify a gender, the jackalwere's human form is androgynous.

The jackalwere's body has a shape memory as well. It can choose to become an exact shape that it has held before, and usually has a few favorite forms that it uses over and over when reverting to human form. For example, it might choose to return several times to the shape of a tall man with a scar. A jackalwere may have no more than four different forms in its shape memory.

When running a jackalwere NPC, the DM should remember that the jackalwere cannot imitate clothing or equipment. If it changes shape to hide or flee from pursuers, the jackalwere must also find a way to change clothes. It must also discard clothes when shifting from human or human-jackal hybrid form to true jackal form, and must put on clothes when shifting back again.

Gaze Attacks

Anyone who meets a jackalwere's magical gaze must save vs. spell or fall asleep. The effect is the same as that of a *sleep* spell, although the gaze affects only one individual at a time, regardless of the character's level.

Any potential victim who suspects a gaze attack can automatically avoid it, if not in combat. (If the player looks directly into the DM's eyes, the gaze attack can be attempted.)

In combat, a jackalwere can automatically use its gaze attack on any unsuspecting victim that is engaged in melee with it. If the jackalwere's victim is trying to avoid its eyes, there is a 20% chance each round that the victim meets the gaze anyway.

Paridon

Paridon is a city based loosely on Victorian London. It is always foggy and damp. The streets are paved with cobblestones, and the buildings are dark brick structures. Torches are few but lanterns are common. Horse-drawn carriages are an everyday sight, but riders are found only on trails in the city parks. Most people walk or hire a carriage to get from place to place.

Inside the homes and shops of Paridon, light comes from oil lanterns or candles, and heat is provided by fireplaces. The coal burned in these fireplaces fills the air with soot, layering the exteriors of buildings with grime.

The men of Paridon wear dark woolen pants, cotton or silk shirts, high-button boots, and heavy cloaks or capes to keep off the moisture. Gentlemen wear black top hats and white or gray gloves. Men of the lower classes wear simple cloth caps.

Women wear somber-colored long dresses, high-button boots, and hats. (It is considered indecent for women to bare an ankle, and improper for a woman to venture out without a hat.) While outdoors, they wear light capes to keep off the damp. A woman of the lower classes might wear a simple bonnet, but the hat of a lady is large brimmed and elaborate.

Wealth is measured in *pounds* (gold coins), *shillings* (silver coins), and *pence* (copper coins). There are 10 pence to the shilling and 10 shillings to the pound (£).

The people of Zherisia are divided along rigid class lines. Gentlemen and ladies live in elegant estates surrounded by landscaped grounds. They attend lavish parties and teas, rolling up in fancy carriages and announcing their arrival with elegantly inscribed calling cards.

The lower classes include those who work in the trades or as servants. A handful own shops, although this modest wealth does not allow them to associate as equals with their "betters."

Below the lower classes are those who are destitute. Some wind up on the streets, as beggars or petty thieves. Others wind up in the poor house, a debtors' prison. A handful turn to other means to make their way in the world.

In the section of Paridon that the PCs will be frequenting, young women wander the streets at night, enjoying the passing company of lonely men. These women wear brightly colored dresses and use much more makeup than the respectable women of Paridon. They are also the favorite victims of the murderer.

When describing a street scene in Paridon, the DM should include people walking along the street and the occasional carriage rolling by. Among the crowd, the PCs should always be able to spot at least one man in a black top hat and cloak.

There are fewer people on the streets at night, but they are still there. The occasional tipsy gentleman heads home from the pub, or a solitary guard walks his beat. Only the alleys and dark, secret places in this teeming city are devoid of humanity, and even then an occasional drunk can be found

The fog is a persistent fact of life in Paridon. During the course of this adventure, the fog never lifts. During the day, visibility is 60 feet. At night, visibility is only 20 feet, or 40 feet if a street lamp or other light source is present. The DM should make sure to color all descriptions with mists, fog, chill, and eternal damp.

nd thou art dead as
young and fair
As aught of mortal birth,
And form so soft and
charms so rare
Too soon returned to
earth!

—Lord Byron

Because Zherisia is an "island"—a domain that is completely surrounded by the Mists—it has no physical link to any of the other domains of Ravenloft. After the Grand Conjunction, the domain shrank so that the city of Paridon became the entire domain. Whether the PCs are starting the adventure in another world or inside Ravenloft, they enter Zherisia's only city in the usual manner, by stepping into thick, cloying mists.

Ideally, the PCs start this adventure in a city. As the adventurers walk the streets of their urban base, a thick fog rolls in, restricting vision to only a few feet and muffling the sounds of the city. With no perceptible change in their environment, the PCs are transported to the city of Paridon, arriving at Area 1.

No matter what the time of day at their starting point, the PCs arrive in Paridon just in time to hear the last few peals of the city clock as it strikes midnight. (The DM might like to use a chime or gong as a prop, striking the time as the hours change throughout this adventure.)

If the DM must begin the adventure while the PCs are in a wilderness, the transition to Paridon comes when the PCs bed down for the night. Gradually, the ground beneath them becomes hard and bumpy. If the clop of horses' hooves and the rumble of wheels against cobblestones don't tell the adventurers that something's amiss, they will certainly be alerted by the carriage that nearly runs them down!

The First Victim

When the adventure begins, the DM should read the following to the players:

> The swirling mass of thick white fog makes it difficult to see more than a few yards in any direction and seems to distort sounds. Somewhere in the distance, you hear the slow gonging of a large clock. *Bong . . . bong . . bong . . . bong . . .*
>
> Keeping close to each other, you pass a small, dark alley. Suddenly, a woman's shrill cry of terror pierces the fog-shrouded night. The cry is cut short at its peak and followed by a low gurgle.

If the PCs rush to the aid of the screaming woman, they are greeted by a grisly sight. When the PCs reach Area 2, read the following to the players:

> Illuminated by only the dim light of a distant street lantern, a black-cloaked figure crouches over a body. Sensing your presence, he whirls to face you.
>
> The man's face is splattered with blood. Under a high top hat, his wild, feral eyes are matched by a tangled mane of black hair and a thick beard.
>
> Flickering lantern light glints off the bloody blade he holds in his left hand. It is a wicked looking knife of gleaming steel, with an elaborately carved oval guard.
>
> With a guttural growl, the man makes a superhuman leap into a waiting carriage. As the coachman's head turns, you catch a glimpse of a dark, brooding face, long and narrow, with a drooping mustache. Like the bearded man, the coachman wears a black cape and black top hat.
>
> With a sharp call and crack of the whip, the coachman jolts the carriage into motion. Its wheels rattle on the cobblestone street as it gains speed.

The PCs witness this gruesome scene at a distance of 40 feet. Even the fleetest character in the group is unable to catch the carriage, which disappears rapidly into the fog.

The PCs may decide to fire missile weapons at the coach or coachman. The coachman's Armor Class is effectively 0, because only his head and shoulders are visible from behind the carriage. (His statistics can be found on page 15.) The man with the knife is completely hidden within the carriage and cannot be targeted directly.

PCs who investigate the body must make a horror check. Read the following to the players:

> A young woman's body lies twisted on the cobblestones. Her throat has been neatly slit, revealing bone and muscle. The wound gapes like a second smile. From the look on the woman's face, she must have been driven to the brink of insanity before death freed her.

The dead woman appears to be about 20 years old. There is very little blood on the corpse or the street. In fact, most of the blood has been drained from the corpse. (However, the DM should not reveal this unless the players ask.)

The magical dagger that slit the woman's throat absorbed most of the blood. Some blood did splatter on the girl's dress, on the street—and on the murderer's face.

Meeting the Folk of Paridon

Having entered Paridon, the PCs will soon meet its folk: those NPCs listed in the "Cast of Characters" and encountered while investigating the various "Clues and Conundrums."

If the PCs spend any time near the corpse, the patrons of the nearby Twin Sons Pub (Area 3), having also heard the screams, arrive within a few moments.

If the PCs look for assistance or information, they find that nearby shops have closed and all the houses are shuttered against the night. The only building showing any sort of activity is the Twin Sons Pub, just around the corner on Rawstorne Street.

If the PCs miss the pub, the DM can steer them back toward it when they meet Inspector Logan, who is on patrol with four members of the Paridon Guard. (See "Hanging Around the Body.") If the PCs behave suspiciously, Logan insists they accompany him to the pub for questioning.

Regardless of how the PCs meet the townsfolk, all the NPCs react in much the same way to the news of the murder. Mutters of, "It's started again," can be heard on everyone's lips. The townsfolk remember the murders that plagued Paridon 13 years ago.

Hanging Around the Body

If the PCs pause to examine the body of the murdered woman, they are confronted by a group of townsfolk who emerge from the public house to investigate the girl's scream. The party includes Hoag van Render, Ire McMoran, Koth Rigsby, Morton von Keller (see "Cast of Characters"), and a dozen city residents.

> A door slams in the distance, followed by raised voices and the sound of many feet. At the far end of the alley, several dim lights bob hazily through the mists.

If the PCs wait, add the following:

> A dozen people appear through the fog, lanterns held high. They approach to within a few yards, then stop, frozen in their tracks by the sight before their eyes.

The PCs will probably be accused of the murder. After all, they are armed strangers found hovering over the body.

If the PCs run, Inspector Logan (see the

Cast of Characters

The principal NPCs in this adventure will be met in different places at different times. Each NPC knows the general history of the murders: They occur on six consecutive nights every 13 years, and the victims are usually young women. Each also has a particular embellishment to add to the tale.

The DM is free to temporarily substitute doppelgangers for any of the NPCs, but should not permanently replace any of them (except Inspector Logan). None of these characters should die at the hands of the doppelgangers unless specifically indicated by the adventure.

Inspector Andrew Logan (Sudji, Ravenloft doppleganger): INT high (14); AL NE; AC 4; MV 12; HD 5; hp 25; THAC0 15 (12 with sword, 8 with backstab; #AT 1; Dmg 1d12 (fist) or 1d6+3 (sword); SA surprise; SD ESP, saves as 10th-level fighter; MR immune to *sleep* and *charm* spells, saves as 10th-level fighter; ML 13; XP 1,400; S 17, D 15, C 14, I 15, W 12, Ch 14; chain mail, *short sword of quickness, +2.*

The chief inspector of the Paridon Guard is a muscular, intelligent man who rose to this position despite his lower-class upbringing. He is known to be highly capable and quite a good judge of character. His face is clean shaven and marred by a scar that runs across his broken nose.

More than a year ago, the real Inspector Logan was replaced by Sudji, a doppleganger of the Mulor clan. The fate of the real inspector is unknown, although he is almost certainly dead.

When the doppleganger is posing as the inspector, it is imitating a 4th-level fighter. Of course, it gets none of the real Inspector Logan's combat values, but it is wearing a real suit of chain mail.

Inspector Logan will attempt to befriend the PCs on the pretext of needing their help to solve the murders, but will in fact be plotting to kill them and will make several attempts on their lives. Anything the PCs tell Logan about their investigation into the murders will be immediately reported to Sir Edmund

Although the doppleganger Sudji might use a variety of disguises to attack the PCs, it never

Continued on page 14

sidebar for statistics) and four members of the Paridon Guard approach from the other end of the alley to block their retreat. If the PCs do not run but seem ready to fight with the townsfolk, the guards arrive before any combat ensues.

> Five figures stride out of the fog toward you: a man in chain mail and four armed guards.
>
> The lead man steps forward. His clean-shaven features were probably quite handsome before he received the blow that broke his nose.
>
> "Leaving so soon?" he says calmly. "We've hardly gotten to know you."

If the PCs can show reasonable proof of their innocence, the inspector will not attempt to arrest them. (The PCs should point out that there is no blood on their clothes, or that they did not attempt to flee when discovered.)

City residents: AL any; AC 10; MV 12; 0-level humans; hp 4; THAC0 20; #AT 1; Dmg 1–2 (fist); ML 9; unarmed.

Paridon guards (4): AL NG; AC 7; MV 9; F2; hp 10; THAC0 19; #AT 1; Dmg 1d8; ML 12; studded leather armor, long sword.

No experience points should be awarded for killing citizens or guards at any time.

Looking for Help

Instead of investigating the body, the PCs may go searching for help or for somewhere to report the murder. Just around the corner is a well-lit public house filled with people (Area 3). The placard that hangs beneath a lantern outside shows two men lifting flagons of ale, their free arms around each others' shoulders. The pub is the only nearby place that is open. (Even if the PCs pound on other doors or call out, nobody responds.)

Present in the pub are its owners, James and Jeremy Williams; the butcher Hoag van Render; Ire McMoran, a seamstress; Koth Rigsby, proprietor of the Twilight Yawn Lodging House; the undertaker Morton von Keller; Tibble, the town drunk; and many other city residents. (See the "Cast of Characters" for more information on these NPCs. Generic city resident statistics appear on page 12.)

As the PCs enter the pub, read the following to the players:

> Three short steps lead down into the high-ceilinged room of a public drinking house. A few dozen men and women occupy the place, and the patrons nearest the door stop talking to stare at you. Behind the bar, two men who are obviously twins pour wine into flagons on a serving girl's tray.

The reactions of the patrons depend on how the PCs enter the pub. If one of the adventurers carries the body of the dead girl in his arms, shock and horror will silence the room. If the PCs leave the body behind and enter the pub casually, only a few hard stares will result.

Shortly after the PCs enter the pub, Inspector Logan and four guards arrive. Their demeanor depends on the PCs' previous actions.

If the PCs left the body in the alley, Inspector Logan and his patrol have already found the corpse and are looking for anyone who knows about the murder. If the adventurers brought the body to the pub, the inspector wants to hear everything that they know. If the PCs left someone to watch the body, the inspector arrives with that person in tow, demanding to interview the other eyewitnesses.

The dead woman is quickly identified as Beatrice Bump, a woman who walked with men at night to keep them company.

If the PCs describe the man they saw crouched over the body, Inspector Logan gives them a warning:

Continued from page 12

attacks as Inspector Logan. (When attacking the PCs, the doppleganger shapeshifts its *short sword of quickness* into a knife so the distinctive sword won't be recognized.)

As a member of the guard, Inspector Logan may seek healing in Paridon's Temple of the Divine Form. The city has a standing arrangement with the temple priests for free healing of its guards. Any guard who needs healing more than once a month, however, must pay for it himself.

During this adventure, the doppleganger inspector will merely bandage and hide small wounds. If the doppleganger is ever seriously injured while it is in a form other than that of Inspector Logan, it will shapeshift back into the inspector's form, then go to the temple to seek healing. (The doppleganger can receive one free healing during this adventure.) This will save Inspector Logan the complication of explaining how he received wounds that match those the PCs inflicted on a different person.

Inspector Logan's story embellishment: "Anyone who claimed to have seen the murderer vanished without a trace by the time dawn broke."

Hoag van Render: AL N; AC 10; MV 12; 0-level human; hp 6; THAC0 20; #AT 1; Dmg 1d6; ML 14; S 12, D 7, C 14, I 11, W 11, Ch 12; cleaver (as a hand axe).

This jolly, red-faced man is the proprietor of the Minced Meats butcher shop (Area 12). He has red hair and a bristly beard.

Hoag is not a timid man and will stand up for his convictions. He is neither extremely good nor extremely evil. Like most people, his good intentions are colored by his own self-interest.

Hoag's story embellishment: "The bodies were found partially devoured, with huge fang marks in their flesh."

Ire McMoran: AL NE; AC 10; MV 12; 0-level human; hp 4; THAC0 20; #AT 1; Dmg 1d3; ML 7; S 7, D 14, C 8, I 14, W 10, Ch 10; scissors.

Ire is a shrewd and skilled seamstress. Young and unmarried, she runs the Winking Eye Stitchery

Continued on page 16

"You are the only people known to have seen this killer, so your lives may be in danger. If you ever need my help, just ask for it. I may need your help at some point as well. I beg of you, if you discover anything useful, tell me immediately. The sooner we stop this murderer, the safer we will all be."

The Investigation Begins

The PCs should be given little time to ponder their abrupt change of location. The gruesome murder of a defenseless woman should take precedence over their own puzzling situation. The adventurers should be encouraged to start their own investigation, beginning by questioning the folk in the pub. Here they can learn about the cyclical nature of the murders and hear a variety of story embellishments. (See the "Cast of Characters.")

The PCs can also search for clues at a variety of locations in Paridon. As the party's investigation expands beyond the pub, the DM should refer to the poster map. All of the homes, shops, and establishments mentioned in this chapter and in "Clues and Conundrums" can be found on this map.

By day, the PCs can explore the city, trying to round up clues. The DM should use the encounters described in "Clues and Conundrums," beginning on page 22.

By night, the PCs can haunt the streets and alleys of Paridon, trying to find the murderer in a race against time. Each night, when the clock strikes midnight, another woman will die.

A Sharp Warning

When the PCs are ready to leave the Twin Sons Pub, Koth Rigsby offers to take them to a lodging house—his own Twilight Yawn, of course. If the adventurers decline Koth's offer, they must seek out their own accommodations.

The party must eventually leave the pub, because it closes at 3:00 A.M. and offers no

sleeping space. Soon after leaving the pub, the PCs are attacked by Sudji, the doppleganger who normally poses as Inspector Logan. Sudji appears in the form of the mustached coachman whom the PCs saw at the murder scene, complete with top hat and cloak.

Sudji (Ravenloft doppleganger in human coachman form), 7th-level thief: INT high (14); AL NE; AC 4; MV 12; HD 5; hp 25; THAC0 15 (11 with backstab); #AT 1; Dmg 1d4+2 (3d4+2 backstab) or 1d12 (fist); SA surprise, poison; SD *ESP*, saves as 10th-level fighter; MR immune to *sleep* and *charm* spells; ML 13; XP 1,400; S 17, D 15, C 14, I 15, W 12, Ch 9; PP 15%, OL 10%, FT 40%, MS 85%, HS 85% (95% in fog), DN 50%, CW 75%, RL 0%; *dagger of venom*.

Sudji tries to hide in the shadow of a doorway. If the PCs spot the coachman, the doppleganger escapes by slipping through the door and locking it behind. (The PCs are left with a mystery, but will probably be more alert in the future.)

If Sudji is successful in hiding in shadows, it makes its attack. As the party passes, the doppleganger attempts to silently move into position behind the rearmost member, so that it can stab that PC in the back. If its ability roll is successful, the doppleganger gains surprise and gets its +4 THAC0 for backstabbing.

The *dagger of venom* is filled with Type F poison.

After its first stab, Sudji turns and flees into the fog-shrouded alley. Over its shoulder, it calls out in a hoarse voice, "You are meddling in things that are none of your affair! You are all marked for death!"

By fleeing, the doppleganger is trying to separate the party. Any PC pursuing Sudji alone is automatically killed and replaced by another doppleganger of the Mulor clan. Sudji can also double back under cover of the fog to kill and replace any lone PC who stays behind.

The doppleganger coachman cannot be caught. Sudji knows the streets very well and has the fog to aid its escape. The PCs are allowed one round of missile fire (–2 to THAC0 due to fog) and can pursue for seven rounds by sound and fleeting glimpses before losing the coachman. If the PCs are hot on its heels, the doppleganger uses its climb-walls ability to make a rooftop escape.

The Second Victim

Alarmed by the fact that the murders have started again, the people of Paridon brace themselves for the worst. The city guard is placed on alert, and all leaves are canceled. At night, the guards are stationed on strategic street corners, whistles in hand, to sound the alarm if the murderer is spotted. Women lock themselves inside their homes while their menfolk stand by, improvised clubs at the ready. For a brief time, just at the stroke of midnight, the streets become silent and empty. The entire city holds its breath, waiting for murder to be done.

The residents of Paridon, many of whom can remember the last series of murders, are keen to help prevent these foul crimes from occurring again. They have come up with a number of ingenious—if impractical—methods of alerting the guard and trapping the murderer.

As the events of this chapter unfold, residents of the city scurry about, putting all manner of odd warning devices and traps into place. (The PCs should be encouraged to come up with their own schemes.) The citizens' plans include:

- Padded metal collars that women can wear to ward off the murderer's slashing attacks.
- *Magic mouth* spells at the entrances to dark alleys. These mouths are triggered to shout, "Call the guard! The murderer is passing by!" whenever anyone holding a sharp implement passes within 30 feet.
- Equipping the Paridon Guard with *boots of elvenkind* to allow them to silently creep up on the murderer. Unfortunately, only three pairs of these magical boots are available.
- Hand bells, sold by street vendors, to be rung by citizens when they see anyone matching the murderer's description.

Continued from page 14

(Area 8). She wears well-made dresses of dark, brooding colors, usually maroon or navy.

Ire devotes most of her time to her business and to gathering tidbits of information that she sometimes uses for blackmail. She is cunning and utterly without scruples.

Ire's story embellishment: "The graves of the victims have been found unearthed and empty."

James and Jeremy Williams: AL NG; AC 10; MV 12; 0-level humans; hp 5 each; THAC0 20; #AT 1; Dmg 1d6; ML 11; S 9, D 11, C 9, I 11, W 14, Ch 11; club.

These identical twin brothers run the Twin Sons Pub (Area 3). Well into middle age, they are streetwise but honest. The brothers are blond, blue eyed, and clean shaven. They always wear identical deep-blue cloaks with matching caps when they venture outside the pub.

James and Jeremy's story embellishment: "The spirits of the murdered women haunt the city at night."

Koth Rigsby: AL CG; AC 10; MV 12; F2; hp 12; THAC0 19; #AT 1; Dmg 1d6; ML 14; S 14, D 13, C 17, D 14, W 12, Ch 5; short sword.

Many years ago, Koth lost an eye in battle. Nerve damage makes that side of his face sag somewhat. Because he still has his health and his wife, Koth considers himself to be a lucky man. He is a large, strapping fellow with thick, wild brown hair and a close-cropped beard.

Koth is honest and loyal to his wife, Mariel, although she often accuses him of lying to her about his supposed romantic dalliances. He is the proprietor of the Twilight Yawn Lodging House (Area 4).

Koth's story embellishment: "A madman has escaped from Bedlam and is committing the murders to further some insane scheme."

Mariel Rigsby: AL NG; AC 10; MV 12; 0-level human; hp 5; THAC0 20; #AT 1; Dmg 1–2 (fist); ML 10; S 11, D 8, C 8, I 10, W 12, Ch 15; unarmed.

Continued on page 18

✣ Equipping the Paridon Guard with *cloaks of elvenkind* so that they will be almost invisible as they patrol the streets. Only two of these magical cloaks are available, however.

✣ A tin golem in the size and shape of a woman, created by the Metalworkers' Guild in conjunction with a wizard. Under orders to kill any man who attacks it with a knife, the golem is intended as a deadly lure for the killer, but its heavy, thudding steps and creaking gears (it has a tendency to rust in the fog) betray its mechanical nature. Additionally, any doppleganger can use its *ESP* ability to detect that the golem is not sentient.

False Alarms

As news of the previous night's murder spreads, pranksters enjoy taunting the Paridon Guard by crying "Murder!" and then running away into the fog. Other hooligans terrorize innocent women by leaping out of dark alleys to startle them. Still others—either madmen or those with a perverse need for fame—crowd into the headquarters of the Paridon Guard, confessing to the crime.

On their second night in Paridon, the PCs are distracted by a series of false alarms. (Each false alarm that draws the PCs also draws 1 to 4 members of the Paridon Guard, some of whom may be dopplegangers in disguise.) As the PCs move about the streets in their investigation, read the following to the players:

> The narrow streets are cloaked in fog. Here and there, a shadowy form lingers on a street corner or hurries past, cloak drawn tight against the chill.
>
> Suddenly, from off to the right, you hear a woman's scream. The sound is overlaid by a pealing bell. Someone is sounding the alarm!

If the PCs rush to investigate, they find a terrified young woman (wearing one of the protective collars and carrying a hand bell)

whose purse has just been snatched by a petty thief. The young hooligan has already escaped into the fog.

As the PCs are aiding the woman, another false alarm peals out.

Close at hand, just inside the mouth of a darkened alley, a male voice cries out. "Murder! Murder! Come and see the murder!" The voice sounds slurred.

The voice is that of a drunk who is has just killed a rat. If the PCs investigate, he holds the furry body up by the tail and waves it in the nearest PC's face. "I've committed murder!" he gleefully chortles. Then he grabs at one of the PCs in an effort to haul himself to his feet. If the PC lets him do this, the drunk whispers urgently, "Da rats'll bite yer tootsies if ya don' cover yer feet." Then he asks if they can spare a few pence.

If the PCs attack the drunk, members of the Paridon Guard arrive on the scene to intervene. They warn the PCs that they will be taken into custody if they attack any citizen of Paridon without provocation.

While the PCs are dealing with the drunk, another false alarm occurs.

You hear a brief, shrill scream that ends abruptly with the sound of a body falling heavily to the ground.

If the PCs investigate, they encounter the tin golem created by the Metalworkers' Guild. A young woman, terrorized by the sight of the golem, lies in a faint at its feet.

The body of a young woman lies in a heap on the ground. The dim light reveals another figure, standing stiffly and looking down at the corpse. Then the figure turns and, with heavy, clanking footsteps, strides purposefully down the street.

As the figure walks into the light of a street lamp, you can see that it is a woman. Her face gleams with an odd sheen, and her movements are jerky and unnatural. Strange creaking noises emanate from her body.

The tin golem strides past, ignoring the PCs. Even if attacked, it will retaliate only if the attacker is wielding a knife. This tin golem is a weaker variation of an iron golem; it cannot breathe poisonous gas. On the day after this encounter, the golem will be found, rusted into a rigid statue on a street corner. It will not appear again in this adventure.

Even though this golem is much weaker than an iron golem, the DM should avoid allowing the PCs to come in direct conflict with it. If the PCs do confront the golem, however, members of the Metalworkers' Guild come running out of the fog to call off their creation.

Golem, tin: INT non; AL N; AC 3; MV 6; HD 5; hp 30; #AT 1; Dmg 2d6; THAC0 15; SD +1 or better weapon to hit; SZ M; ML 20; XP 420.

If the PCs are still on the streets at midnight, the DM should read the following to the players:

Bong . . . bong . . . bong . . . bong . . .

The city clock has started to toll the hour of midnight, and the killer has not yet been caught. Somewhere in Paridon's maze of streets, murder is being done.

Bong . . . bong . . . bong . . . bong . . .

Curse this fog! It is impossible to see more than a few feet in any direction. The murder could be happening just down the street, and you might never know.

Bong . . . bong . . . bong . . . bong . . .

An eerie silence descends as the last echoes of the city clock fade away. The city is still for a heartbeat . . . then the shrill scream of a whistle splits the night.

Continued from page 16

Although past her youth, Mariel is far from being old. Cleaning the Twilight Yawn lodging house and taking care of her husband and two children keep her quite busy. She is a good woman whose singular fault is needless jealousy.

Mariel's story embellishment: "One of the murdered women scrawled the name of her murderer on the cobblestones in her own blood Since it was the name of a man of wealth and position, the city guards washed the blood away and have been covering up ever since."

Morton von Keller: AL LN; AC 10; MV 12; P2; hp 10; THAC0 20; #AT 1; Dmg 1d6+1; ML 13; S 13, D 13, C 11, I 10, W 15, Ch 4; footman's mace. Spells: *Anti vermin barrier, bless, detect poison, purify food & drink.*

Morton the undertaker wears a black cape and top hat and has bushy sideburns. He has absolutely no social skills and is blunt to the point of being rude. Although a devoted worshiper of the Divine Form, he was found unfit for temple duties. Now he serves his faith by laying the dead to rest

Morton's story embellishment: "I prepared some of the murder victims for burial, you know, them that was killed 13 years ago. There wasn't a pint of blood left in any of them, but all the bodies were marked with twin puncture wounds."

Tibble: AL CN; AC 10; MV 12; 0-level human; hp 4; THAC0 20; #AT 1; Dmg 1d3; ML 5; S 9, D 10, C 9, I 10, W 12, Ch 10; knife.

Tibble is the town drunk. He earns his fare by begging and doing odd jobs for various businesses. He is rarely sober. Although not truly evil, Tibble is entirely selfish, having no concern for the needs or desires of others.

Tibble's story embellishment: "Each of the murdered women was found with a red ruby in her mouth."

S.H. Williby: AL NG; AC 10; MV 6; 0-level human; hp 3; THAC0 20; #AT 1; Dmg 1–2 (fist); ML 7; S 5, D 11, C 4, I 15, W 7, Ch 8; unarmed.

Continued on page 20

While the PCs were being distracted by false alarms, the murderer was at work. This time, members of the Paridon Guard are the first on the scene.

A woman's body lies on the steps of the Minced Meats butcher shop (Area 12). The throat has been sliced open, and various internal organs have been removed through holes in the torso. Viewing the body is cause for a horror check. The guards who found it are suffering various reactions, including revulsion, senseless rage, and mental shock.

An examination of the body reveals that the cuts are clean and precise, obviously made by someone with a steady and skilled hand. Just as with the first murder, there is not nearly enough blood, either in the corpse or at the scene of the crime. Finally, there is no sign of any significant struggle.

Anatomy of the Crime

The dead woman is Annie Smitters. Like the first victim, she was a woman whose only source of income was the sale of her companionship.

A short time after the body is discovered, Inspector Logan arrives on the scene. He remarks on the fact that internal organs were removed from the body and muses about the probable identity of the killer. Clearly, the killer is someone who is skilled with a blade—perhaps a butcher, since the body was found on the steps of a meat market. The murderer must also be cold-blooded enough to wield his weapon in this fashion.

If the PCs don't come up with a list of possible occupations, the inspector ticks off physicians, soldiers, and undertakers as other possible murder suspects. There are still too many possibilities to narrow the list down further. Even the fact that the murderer has a beard isn't really a solid clue. Inspector Logan notes that the murderer might be disguising himself with a false beard. "The murderer might even be a woman!"

The doppleganger Sudji, who poses as Inspector Logan, is trying to throw the PCs off

the trail of the real killer. The inspector walks with the PCs a while, discussing possibilities. He urges the PCs to contact him if they unearth any clues.

The Third 'Victim'

The next night, Inspector Logan and two other doppelgangers stage an elaborate hoax. The doppelgangers' plan is to kill any PCs who have not been replaced by doppelgangers, or if that fails, make it seem impossible for Inspector Logan to be the coachman.

For this ruse, the doppleganger Sudji adopts its coachman shape. One of the other doppelgangers then mimics the Inspector Logan shape and joins the PCs just before this encounter. The third doppleganger becomes a beautiful young girl.

By this time, the PCs should realize that the murders always occur at the stroke of midnight. The fact that it is still some time before midnight should be a clue that something is amiss. Read the following to the players:

> A young woman, brightly dressed, stumbles out of a nearby alley. She clutches her stomach, which is stained red with blood. Her other hand is outstretched.
>
> "Help! The madman's after me!" she cries.
>
> From the alley, a deep, hoarse voice calls, "Come back and meet yer fate, lassie!"

The woman runs into the arms of the PC at the front of the group who has the lowest Armor Class. Assuming that the PC allows the woman to approach, she attacks with a poison-coated hat pin, then attempts to flee.

Young woman (Ravenloft doppleganger): INT 14; AL NE; AC 5; MV 12; HD 5; hp 20; THAC0 15; #AT 1; Dmg 1 (hat pin) or 1d12 (fist); SA poison; SD *ESP*, saves as 10th-level fighter; SZ M; ML 13; XP 650; hat pin.

The woman's attack probably gains surprise (+1 THAC0 bonus). If the PC lets the woman get past his or her guard and doesn't attempt a defense against her, the woman gets another +2 THAC0 bonus. The hat pin does little damage but is coated with deadly Type E poison, requiring a saving throw vs. poison.

During the young woman's surprise attack, any dopplegangers that have replaced PCs attack in the same round. (The DM should hand these players notes instructing them to attack.) They strike with automatic surprise, targeting the nearest PCs with low Armor Class who are vulnerable to rear attacks. Sudji, in its coachman form, attacks from behind at the same time. Under no circumstances does the doppleganger now posing as Inspector Logan drop its disguise or attack the PCs. The false Inspector takes the first opportunity to race off in pursuit of the girl or another fleeing doppleganger. If the Inspector Logan doppleganger is forced to fight a member of its own clan, all blows will miss (roll them behind the DM's screen).

Any PC who pursues a fleeing doppleganger alone is automatically killed and replaced.

If the Attack Is Foiled

If the targeted PC holds the woman at bay or draws a weapon, preventing her from carrying out her surprise attack, her expression of dismay and terror makes it clear that her hopes of rescue and succor have been dashed. (Dopplegangers are master actors). The woman turns and flees into the night.

If the PCs slay a doppleganger, its body reverts to its natural form. (The DM should *not* tell the players it is a doppleganger but should read the following description and let the players draw their own conclusions.)

> The body shimmers and wavers in the dim, mist-shrouded light. Its limbs flow and ebb, taking on a new shape. The face becomes an inhuman, monstrous visage.

Continued from page 18

Known only by his surname, this self-taught scholar works for the firm of Williby & Heffnel Notaries, Inc. (Area 13). He has a long gray beard and wears a tight brown skullcap. He is at least 60 years old and in poor health.

Williby is quite eccentric and always sees plots in every corner. His currently believes that the lord of Zherisia is really a changeling, switched at birth for an evil shapeshifting child.

Williby's story embellishment: "The murders started 156 years ago. Every 13 years there's a series of six murders, all young women—and all mutilated. The murderer is a member of the royal family."

Bardan (jackalwere), 6th-level illusionist wizard: INT very; AL NE; AC 4; MV 12; HD 4; hp 26; THAC0 17; #AT 1; Dmg 2d4 (bite) or by weapon type; SA gaze causes sleep; SD hit only by iron or magical weapons; SZ S (3' long) as a jackal, M (6' tall) as human or hybrid); ML 14; XP 650, S 14, D 16, C 12, I 16, W 9, Ch 14; *dagger of wounding* (similar to a *sword of wounding*), two hand axes. Spells: *Grease, hold portal, phantasmal force* (×2), *spider climb; Improved phantasmal force, invisibility* (×2), *flame arrow, spectral force, wraithform.*

Bardan is the huntsman for Sir Edmund Bloodsworth. He sports a pointed goatee and handlebar mustache. Bardan is always seen in a leather jerkin and a green cap.

Unbeknown to the people of Paridon, Bardan is also a jackalwere and an illusionist. It is his job to locate suitable victims for Sir Edmund, arrange for a tryst, and inform the coachman. (If the doppleganger who poses as the coachman dies, Bardan must serve as procurer and coachman all in one.)

Unlike most jackalweres, Bardan is not a bestial creature driven exclusively by the lust for blood and flesh. He is smarter and more controlled. (This is what allowed him to successfully learn the art of magic under the tutelage of an evil wizard.)

Bardan's story embellishment: "The killer is a woman, taking vengeance on all who are more beautiful than she."

The creature before you has thick, ash-gray skin and a hairless skull. Pointed ears bend out from the head. The space between the mouth and nose is far too wide, and the eyes are high on the face, leaving no forehead. The nose is broad and flat, forming a barrier between the many creases that underscore the narrow eyes. The creature has elongated arms but has neither fingernails nor toenails.

Witnessing such a transformation requires a horror check (with a –3 penalty if the dead doppleganger was one of the members of the PC party). Subsequent horror checks on observing future shapechanging incidents get a +2 bonus.

The Real Victims

If the PCs search the area where the surprise attack occurred, they find the body of the woman whom the doppleganger was impersonating. The woman was strangled, not cut with a knife.

Once again, the PCs spend a fruitless night chasing shadows through the fog. At the DM's discretion, another false alarm might delay the PCs. This time, they trigger one of the *magic mouth* spells (see page 15) when they pass too close to the warning device with weapons drawn. Within moments, the PCs are surrounded by members of the Paridon Guard and must explain who they are and why they are carrying weapons.

The third victim is killed on schedule at midnight. If the PCs are still abroad in the city, read the following to the players:

Once again, the city clock sounds the hour of midnight, its echoes muffled by the fog. As the last peal of the bell dies away, you hear the sound of running footsteps and gasping sobs.

The figure of a young woman runs out of the mist, her coat open and her hair

disheveled. Her arms are stretched out before her, and her hands are smeared with red. Tears streak her face.

The terrified woman sees you and skids to a stop, recoiling in fear. Then, gathering her courage, she speaks. "Sandra—" she gasps. "Sandra's been killed. I only left her for a moment!"

The distraught woman is Felicia Sweet, a woman of questionable virtue whom the PCs may have already met during their investigations of the previous murders. (See page 22 in "Clues and Conundrums.")

Sandra Bartello was a fiery young beauty and Felicia's close friend. Like the second victim, her throat has been slashed, and a number of her internal organs have been removed with surgical skill. Killed just moments ago, she was found by Felicia, who thought her friend had fallen asleep from the effects of drink. She rapidly discovered her mistake when her hands came away bloody.

Ironically, Sandra's body lies on the steps of a hall (Area 16) in which a number of local merchants have gathered to discuss increasing the reward for the capture of the murderer. More than four dozen city residents are inside. Felicia thought her friend would be safe, with so much activity going on. Yet none of those inside saw or heard anything. Indeed, this rather noisy meeting of the "vigilance committee" is still in full swing.

Felicia begs the PCs to aid her friend. In the meantime, the doppleganger Sudji is eavesdropping, hidden by the fog.

Whether or not the PCs agree to investigate Sandra's body, the doppleganger uses the distraction provided by this encounter to mount an attack on the PCs. Sudji assumes its mustached coachman form and emerges from the fog to strike the PC in the rear rank with the lowest Armor Class. The doppleganger attacks with the inspector's *short sword of quickness +2*, which it has shapeshifted to look like a dagger. (For statistics, see page 12.)

Clues and Conundrums

As the events described in "Murder Most Foul" are unfolding, the PCs will be exploring Paridon, searching for clues to the identity of the murderer. This sidebar offers the PCs a variety of encounters that are intended to be interspersed throughout the first part of the adventure. The DM should look in this sidebar for the appropriate role-playing responses when the PCs investigate clues or interview murder suspects.

Ladies Who Walk the Night

Four of the five women who die in "Murder Most Foul" are of the class who walk the streets at night, keeping company with lonely gentlemen. All of these women had friends who pursued the same profession.

Unfortunately, most of these friends are unwilling to speak to the PCs. The murderer might be anyone; revealing what they know to a stranger might mark them for death

Still, if the PCs ask around for information, they are directed to Felicia Sweet. Felicia has been trying unsuccessfully to convince the other women to stay off the streets until the six-day span of murders has ended. She has also been taking up a collection to pay for funerals for her murdered colleagues. Any streetwalker whom the PCs question tells them, "If anyone knows wot's happenin', guv, it's Felicia."

At first, Felicia has no information to offer the party, but she is more than willing to keep her eyes and ears open. Later in the adventure, she contacts the PCs with a clue. Felicia has learned that, on the night Beatrice Bump (the first victim) died, she was seen in the company of an older man with white hair and a limp. (This is one of the shapes used by the wolfwere Bardan. It is an ideal shape for putting people at ease, since an old man is hardly a threat.)

Even if the PCs do not seek Felicia out, they encounter her at the scene of the third murder (see page 21). Her home is located at Area 17 on the map of Paridon.

Continued on page 24

A Shred of Evidence

True to form, this doppleganger attack is followed by an immediate retreat. If necessary, one or two of the other Mulor clan dopplegangers can be used to provide a diversion while the inspector escapes.

As Sudji rounds a corner, however, its cloak catches on a metal spur. With a loud rip, a small piece of the cloth tears free and is left impaled.

This scrap of cloth has a tailor's mark sewn into it. Any of the NPCs listed in the "Cast of Characters" can identify the mark as that of the seamstress Ire McMoran. A visit to the Winking Eye Stitchery (Area 8) will enable the PCs to obtain a list of customers who have purchased such a garment in the past six months (Ire's memory is unreliable past that). The list is fairly long because the cloak is a very common style.

Ire demands some form of compensation for her efforts. She suggests a payment of £100 but can be bartered down to a much lesser fee.

Once a price has been agreed on, Ire writes up her list. (The DM should hand the players a copy of "Ire's List" on page 59.)

A Prime Suspect

The PCs should now have all of the clues they need to narrow the search. They should know that the murderer's coachman has a mustache, likes to attack with a knife, and bought a cloak from Ire the seamstress. (Actually, Sudji the doppleganger bought the cloak in his Inspector Logan form, although he also wears it in his coachman form.) The PCs have a list of cloak customers from Ire, but they do not know which of the purchasers have mustaches nor which might have experience in wielding knives. The adventurers will need help to put all of the evidence together.

The logical person for the PCs to ask for help is Inspector Logan. If the PCs do not seek out the inspector, the inspector comes to them, asking if they have found any clues. (Sudji wants to know how close the PCs are getting to

figuring out the identity of the murderer so it can throw them off track.)

Inspector Logan pretends to be happy to help the PCs. Apparently eager to solve the mystery of the murders, he tells them that this is the first time that there are enough clues to make an attempt at identifying the culprit. After peering at Ire's list for a while, the inspector narrows the suspects down to three names:

- Wolfgang Arturus, a physician, is the most prominent of the three suspects. He is black haired and has a black mustache. He is also a skilled surgeon and has a reputation for being temperamental with the ladies.
- Treech Gallant is a red-headed, mustached thug. He is suspected to be the leader of a secret thieves' guild and is a skilled knife fighter. Ozzie Rasputen, one of the replacement characters (see page 62), knows Treech. The PCs may also question Treech's brother, Scrags, a con man who works the streets (see the sidebar on page 30).
- Gorst Barkrant is a brown-haired butcher who is well known for the pride he takes in his mustache. His shop is just a few doors down from the Minced Meats butcher shop owned by Hoag van Render (where the second victim was found). Hoag and Gorst have had a longstanding feud over the price of meat. It is possible Gorst placed the body in front of Hoag's shop in revenge.

Inspector Logan points to Dr. Arturus as the prime suspect in the attacks on the PC, and their best lead to finding the murderer. He insists on immediately arresting the doctor and taking him to the headquarters of the Paridon Guard for questioning. The inspector asks the PCs to accompany him, as they have a personal interest in the case and all the regular guards are busy patroling the streets to prevent another murder.

Confronting the Doctor

Dr. Arturus is not the person who attacked the PCs. The doppleganger Sudji is trying to frame Arturus in order to throw the PCs off the scent. However, the doctor is still an interesting and dangerous character.

Arturus is a wolfwere who has made Paridon his hunting grounds. The doppleganger clan resents his presence and has wanted to eliminate him for some time. What better opportunity than to pit him against seasoned adventurers? (If the wolfwere kills the PCs, the dopplegangers have lost nothing.)

The doctor lives in a two-story house in the city (Area 14). The windows on the first floor are all heavily barred.

Inspector Logan allows the PCs to make preparations for the arrest. He has brought along a heavy crossbow (Dmg 1d4+1 hp). When the party arrives at Dr. Arturus's house, read the following to the players:

> The inspector pounds on the door, and a moment later it is opened by a manservant. Leveling the crossbow, Logan says, "Don't make a sound. Step outside, slowly, with your arms held out."
>
> The old man is clearly frightened, but he does as he is told.
>
> "Which room is Dr. Arturus in?" Inspector Logan whispers.
>
> "Th-the drawing r-r-room, Sir," the servant splutters. "J-j-just off the main hall."
>
> The inspector steps into the house, motioning for you to be silent and follow.

All the doors along the main hall stand open except for the door to the drawing room. Inspector Logan signals for one of the PCs to kick the door in on the count of three.

Before the PCs can enter, however, the wolfwere begins to sing. (He was alerted to danger when he heard the inspector talking to his manservant.) The PCs must save vs. spell or fall into a lethargy; the effects of the wolfwere's singing are that of a *slow* spell (duration 5 to 8 rounds). The doppleganger impersonating Inspector Logan makes its saving throw automatically.

Continued from page 22

Morton's Funeral Home

Despite his rude demeanor, Morton von Keller (see page 18) does a thriving business. His funeral home (Area 15) is simple but efficient, consisting of a parlor; a meeting room; a mortician's laboratory (where corpses are prepared for burial); and cramped, meanly furnished residential quarters.

The bodies of the murdered women are taken to Morton's Funeral Home by the Paridon Guard. During the day, Morton can be found in his laboratory, using his priestly spells to prepare bodies for burial. Most of the victims are quickly buried with little ceremony in the pauper's graveyard. The friends and family of Mariel Rigsby hold a memorial service before her burial in Paridon's public cemetery.

Although he will grumble about it, Morton lets the PCs view the bodies of any of the murder victims, if they arrive at the proper time. (Viewing a body requires a horror check with a +2 bonus; the clinical atmosphere of Morton's funeral parlor reduces the horror of the situation a bit.)

In each case, the body is almost bloodless. Morton notes that the blood seems to have been drained from the body. The second, third, fourth, and fifth victims all have had different internal organs removed. (The first victim, Beatrice Bump, simply had her throat slit. The murderer didn't have time to do anything more.) Mariel Rigsby's corpse is missing its hands.

Morton comments that this is "a different pattern than before." If pressed, he says that the last series of six murders showed a different pattern: twin puncture marks in the neck.

Morton doesn't know that 13 years ago, the point of the knife was used to make two punctures, in imitation of a vampire's fangs. This time, a different doppleganger, with a different modus operandi, is wielding the blade.

Continued on page 26

The drawing room has only one entrance, and the windows are heavily barred. The wolfwere is trapped. Because he is cornered, he fights with grim determination.

The PCs enter the room just as Dr. Arturus is changing from human to wolf-human form. This is cause for a horror check (+2 bonus for anyone who has seen a doppleganger change shape).

The PCs are unable to surprise Dr. Arturus, but they automatically win initiative on the first round of combat while he is shifting shape. When the transformation is complete, the wolfwere grabs a heavy fireplace poker and leaps into the fray.

Without telling the PCs, Sudji has tipped its crossbow quarrel with a wolfsbane derivative. If the quarrel hits the wolfwere, Dr. Arturus must make a saving throw vs. poison or fall unconscious for 1 to 4 hours.

The wolfwere surrenders when it is wounded to 10 hit points or less.

Dr. Wolfgang Arturus (wolfwere):
INT exceptional; AL CE; AC 3; MV 15; HD 5+1; hp 25; THAC0 15; #AT 1 or 2; Dmg 2d6 (bite)/1d6 (poker); SA singing produces lethargy; SD cold wrought iron or magical weapon to hit; MR 10%; SZ M; ML 14; XP 1,400.

If still conscious when captured, Dr. Arturus adamantly denies having anything to do with the murders or the attacks on the PCs. Inspector Logan searches the house and discovers a torn cloak that is missing one corner, a set of oddly shaped knives (found in the surgery), and a bloody scrap of cloth that he claims matches one of the murdered women's dresses. (These items were all planted by the inspector to implicate the wolfwere.) Most incriminating of all, the kitchen contains gnawed human bones.

As the PCs and Inspector Logan are leaving the home of Dr. Arturus, read the following to the players:

A Paridon guard bursts out of the mist and races up to Inspector Logan. He whispers urgently in his ear for a moment.

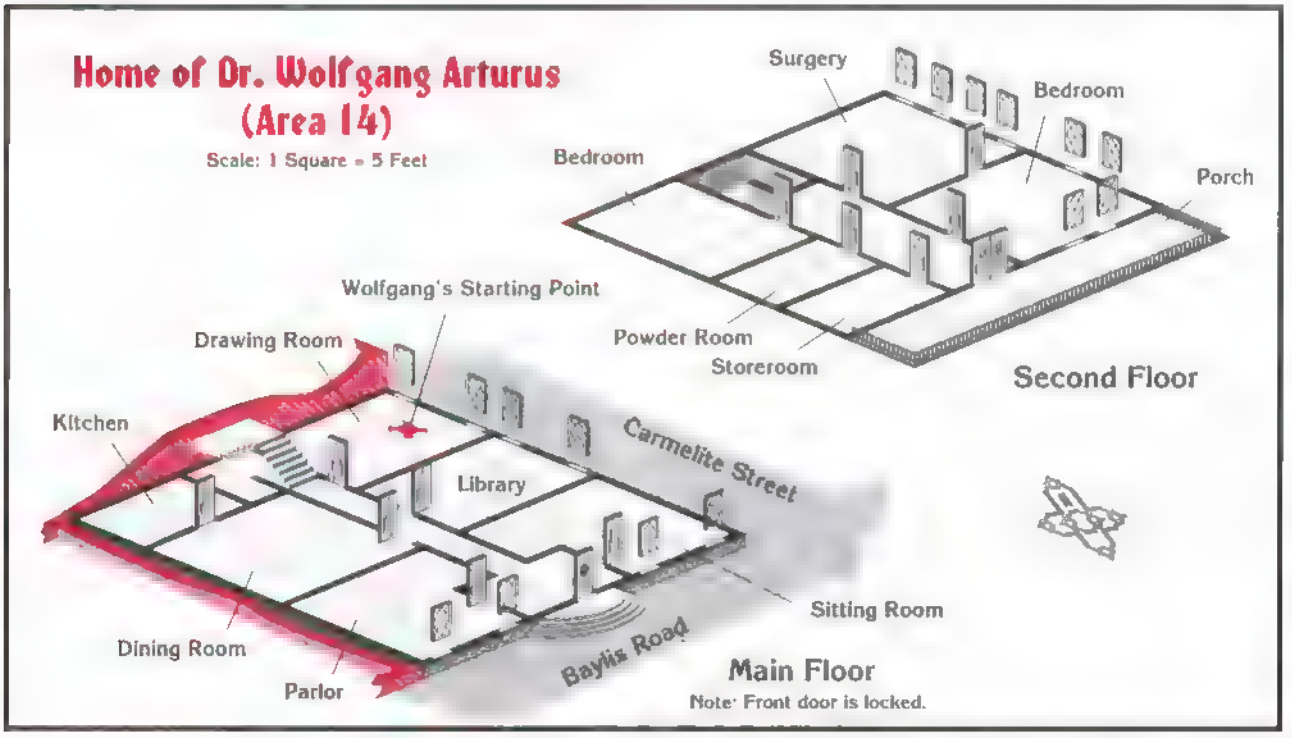
The inspector, exasperated, turns to you and says, "I must personally attend to an urgent matter. A member of the nobility is involved in a—Never mind. Could you help Constable Wortle escort Dr. Arturus to the guardhouse? All my guards, except the two I must leave in the guardhouse, are out on patrol and cannot be recalled."

He hands the constable the knives, the dress scrap, and the torn cloak confiscated from the doctor's house, instructing him to label them as evidence in the murder case.

If the PCs refuse to assist the guard, Constable Wortle escorts the wolfwere to the jail by himself. Of course, the poor constable is no match for a wolfwere, even one that is wounded and bound. Wortle's body is found torn to shreds the next day, and Dr. Arturus vanishes into the streets of Paridon.

Even if the wolfwere is killed, Inspector Logan wants the body taken to the station house and drafts the PCs to help Constable Wortle perform this task.

If the PCs decline to accompany the constable, they soon encounter Ire McMoran as she runs an errand in the streets of Paridon. The seamstress recognizes the PCs and tells them, "Right after you left my shop, one of the guards brought me a cloak for repair, just the type you were asking about. 'Just trying to do the boss a favor,' he said. The cloak is missing a small piece of fabric right where I sew in my mark." The PCs may want to accompany Ire to her shop in order to examine the cloak, but eventually they should go to the guard station to confront Inspector Logan.



Continued from page 24

Temple of the Divine Form

Only one religion is practiced in Paridon; its practitioners are devoted to the philosophy of the Divinity of Mankind. (Supplemental details on this philosophy can be found on pages 54 and 55 of *The Complete Priest's Handbook*.)

The practitioners of this religion believe that humans (and half-elves who are reared among humans) must strive toward physical, mental, and emotional perfection. Knowledge, physical fitness, and an even temper are stressed. Rather than holding religious services and rituals, the temple offers ongoing "divinity training" to the populace.

If the PCs visit the Temple of the Divine Form, they can meet a variety of priests who serve as teachers, counselors, and healers. (Edward Chadswick, one of the replacement characters, is a counselor at the temple.)

News that there are doppelgangers within Paridon will cause a philosophical rift in the priesthood. The prevailing view is that doppelgangers make a mockery of the divinity of the human form and should be eliminated. Some of the priests, however, see the doppelgangers' mimicry of humans as a pathetic attempt to achieve divinity, and insist that a way must be found to magically "lock" them in this more holy form.

During the PCs' visit to the temple, a priest holding this minority view asks one of the PCs to capture a doppleganger and bring it to the temple so that he and other like-minded clergy can experiment on the creature in an attempt to "lock" it into one human form. If the PC agrees, the priest arms that character with a *ring of mind shielding*.

Anyone wearing the *ring of mind shielding* is immune to attempts to read his or her mind through *ESP*. Any dopplegangers looking for a victim will choose another target. (Any PC who is alone with a doppleganger, however, is still automatically killed. The doppleganger then takes the ring to Sir Edmund Bloodsworth to be destroyed.)

Continued on page 28

The Inspector Is Unmasked

This encounter takes place in the headquarters of the Paridon Guard (Area 9). If the PCs are accompanying Constable Wortle, this encounter follows immediately after the previous one.

On the way to guard headquarters, Dr. Arturus doesn't put up a struggle. As long as the PCs stay close, he knows that any escape attempt courts death. However, he tries to convince the adventurers that Inspector Logan is not human by insisting, "He doesn't smell right."

The PCs aren't likely to believe the doctor, but his words should sow the seeds of doubt for the next encounter.

When he arrives at headquarters, Wortle discovers that the inspector neglected to give him the key for the cells. (The lock cannot be picked by any thieves in the party, but the DM can let them try if they want.)

The constable tells the PCs that there is a second key in Inspector Logan's private office, but the inspector doesn't like the constables to poke around in there. Then he hints, "The inspector could hardly get mad at me if you was to go and get the keys. After all, you don't work for him. He can't stick you with midnight duty in the boneyard."

The inspector's office contains a simple desk and coat rack. Lying on the desk is a torn black cape (unless the overzealous guardsman has already taken it to Ire McMoran for repair). An open sewing kit rests atop the fabric.

If the PCs examine the cloak, they find that the piece of fabric left behind by their attacker matches a hole in the garment lying on the inspector's desk. This should be sufficient to point to the inspector's involvement in the murders. Even if the PCs somehow miss this clue, the inspector's actions are about to banish all doubt of his guilt.

The headquarters building contains two members of the Paridon Guard. (For their statistics, see page 12.) None of them know where Inspector Logan has gone.

The guards will not believe the PCs' theory that the inspector is involved in the murders. However, if presented with the evidence of the cloak, they agree to act if the inspector is unable to offer a believable explanation.

Confronting the Inspector

When Inspector Logan returns, he makes no attempt to sneak into the guardhouse, since he doesn't know that the PCs suspect him. If attacked or confronted, the inspector tries to escape if an easy route presents itself.

If the PCs have planned ahead to block Inspector Logan's escape, the doppleganger turns into the wolfwere form of Dr. Arturus and draws its *short sword of quickness +2*. Once this transformation occurs, any guards present will no longer obey their former leader. They automatically fail their fear checks and flee the building. The PCs must make horror checks, with a +2 bonus if they have seen a similar transformation before.

Sudji (Ravenloft doppleganger in wolfwere form): INT high; AL NE; AC 4; MV 12; HD 5; hp 25; THAC0 15; #AT 1; Dmg 2d6 (bite); SA surprise; SD *ESP*, saves as 10th-level fighter; MR immune to *sleep* and *charm* spells; SZ M; ML 13; XP 1,400

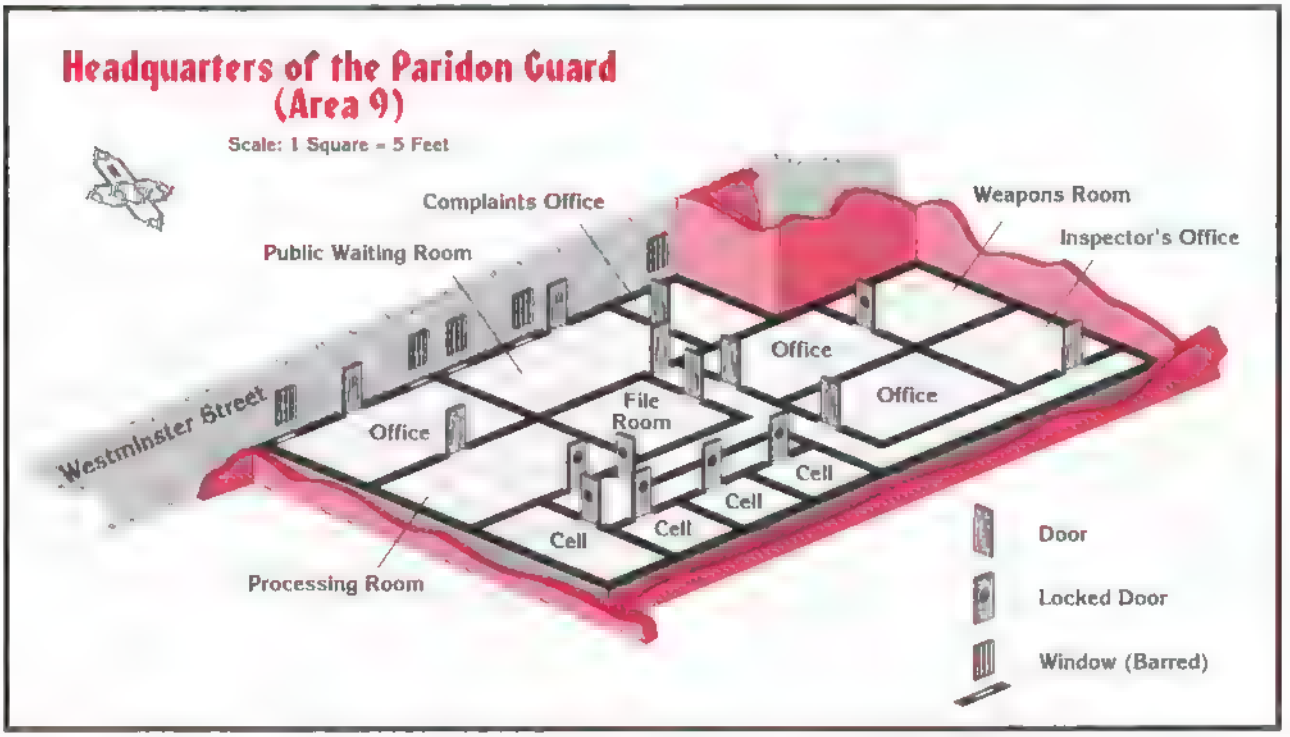
Sudji has assumed a wolfwere form to throw the PCs off balance. Although it is unable to use a wolfwere's singing attack, it can still bite. (The doppleganger does not get a wolfwere's magical abilities and immunities, even though it has assumed this form.)

Any PCs who have been replaced by dopplegangers join in the attack, turning on their fellows with automatic surprise during the first round.

In the second round, Sudji shifts to its coachman shape. (See page 15 for statistics.)

Sudji will fight to the death. While fighting, it taunts the PCs, saying, "I am but the elder's servant. Even if you kill me, my clan will avenge me!"

Headquarters of the Paridon Guard (Area 9)



Continued from page 26

The priests can provide healing and poison-treatment spells to the PCs, at a cost of £100 per level of the spell performed. (Hand in hand with the healing, the priests deliver a sermon on the joys of converting to the faith.) None of the priests will knowingly heal a doppleganger—although they may unwittingly do so if one of the PCs who has been replaced by a doppleganger goes to them for help.

Temple priests have access to spells in the following spheres:

- Major spheres (spell levels 1 to 7)—All, Charm, Healing.
- Minor spheres (spell levels 1 to 3)—Combat, Creation, Divination, Protection.

Visiting Williby

S.H. Williby (see page 18) is a local scholar, easily the most knowledgeable person in this district of Paridon. He is a regular patron of the Twin Sons Pub and is present every time the PCs go there

Williby is a valuable source of information on wolfweres, jackalweres, and Ravenloft doppelgangers, and is able to identify any of these creatures if a complete and accurate description is given.

To identify a doppleganger, Williby needs a description of its true form. To identify a jackalwere, he needs a description of its gaze attack. To identify a wolfwere, he needs a description of the effects of its magical song. (In the latter two cases, without the appropriate details, Williby draws the obvious conclusion that the PCs are dealing with werewolves.)

Given a few hours to research the subject, Williby can answer most of the PCs' questions on any of these monsters, giving a detailed synopsis of their abilities and limitations.

As Williby talks to the PCs, the DM should role-play the scholar, paraphrasing from the descriptions of the creatures found in the *Monstrous Manual* and pages 63 and 64 of this adventure.

Continued on page 30

When the doppleganger dies, its body and clothing revert first to those of Inspector Logan, then to true doppleganger form. (See description on page 63.) The *short sword of quickness +2* remains unchanged.

The Fourth Victim

A new scheme for thwarting the murderer is tried on the fourth night of the PCs' stay in Paridon. Just before midnight, Acting Inspector Nayth Crickshaw is ordered by the city council to send a guardsman into the clock tower to stop the bells from tolling the hour. The councilmen superstitiously believe that if the clock does not actually strike midnight, no murder will be committed.

Wary of the fact that at least one doppleganger has already infiltrated the guard, Nayth (who was promoted earlier in the day to take Inspector Logan's place) has told only a few trusted constables of this plan.

If the PCs are alert, they may notice that more than an hour has gone by since the city clock struck eleven. The townspeople, most of whom rely on the city clock to tell them the hour, have no warning that the dangerous hour of midnight has arrived

Some time after true midnight, read the following to the players:

> A figure hurries toward you through the mists, a glowing lantern held high. Its fitful light casts a yellow pool in the thick fog.
>
> "Mariel!" the figure cries in a tearful voice. "Mariel! Where are you?"
>
> As the figure comes closer, you recognize Koth Rigsby, proprietor of the Twilight Yawn Lodging House. He holds out a trembling hand and speaks to you in a pleading voice. "Good sirs, have you seen my wife? I just got home and she's not there. She must have come out to find me because I stayed at the pub so late."

A figure hurries toward you through the mists, a glowing lantern held high. Its fitful light casts a yellow pool in the thick fog.

"Mariel!" the figure cries in a tearful voice. "Mariel! Where are you?"

As the figure comes closer, you recognize Koth Rigsby, proprietor of the Twilight Yawn Lodging House. He holds out a trembling hand and speaks to you in a pleading voice. "Good sirs, have you seen my wife? I just got home and she's not there. She must have come out to find me because I stayed at the pub so late."

Before you have a chance to reply, you hear running footsteps. A boy emerges from the mist and tugs at Koth's arm. "Koth!" he exclaims. "Casey Miles says Mariel came looking for you at the Twin Sons. You must have just missed her in the fog."

Koth and the boy immediately hurry away to the Twin Sons Pub. If the PCs accompany them, they see Koth question the patrons, with disappointing results. James or Jeremy tells him that Mariel was indeed at the pub, but she stayed only long enough to see that Koth had already left. The proprietor assumes that Mariel headed straight home to chastise her errant husband.

As Koth is about to leave the pub to return home, the door is pushed open from the outside.

Framed against the misty street lanterns is a solemn-looking man in unadorned chain mail with a simple leather scabbard and long sword at his side. His straight black hair is long enough to brush against his broad shoulders, and a drooping mustache gives his face a perpetual frown. You can tell by the badge of office pinned to his belt that he has the dubious honor of being the new inspector of the Paridon Guard.

"Koth," he says emotionlessly, his eye catching that of the large man. For a moment you see the inspector's jaw muscles twitch. Whatever he is about to say is unpleasant for him. "We found Mariel. You'd better come with me."

Stunned, Koth drops his lantern on the floor. Its clatter is the only sound in the now-silent public house.

"Nayth, is she . . ." Koth whispers.

"Yes," answers Nayth. "Just like the others. I'm sorry, Koth. It's all my fault. If I hadn't gone along with the council's stupid plan—"

Koth is overcome by grief and rage. He upends a table, shouting and swearing to avenge his wife. Neither the patrons of the pub nor Acting Inspector Nayth will try to stop him. They let his rage run its course. After a minute or two, a wild-eyed Koth brushes past Nayth and into the mist-strewn night.

Acting Inspector Nayth sags into a chair at a nearby table, holding his head in his hands. If questioned, he explains the city council's plan for preventing the murder by stopping the clock chimes from ringing. Nayth blames himself for Mariel's death. "Had she known it was midnight, she might have stayed safely indoors," he [illegible].

The patrons of the pub stay long enough to finish their drinks and answer any questions the PCs might ask before slipping away.

Nayth tells the PCs that Mariel's body was found several blocks to the south, in a short alley named Rodney Road. He refuses to accompany them to the murder scene. "You'll learn nothing new there," Nayth insists. "I've already completed my investigation of the corpse," Nayth says, "and I found no clues." Only if specifically asked about the body will Nayth say that its hands were missing.

At the Scene of the Crime

This encounter takes place on the spot where Mariel's body was found (Area 5). If the PCs do not want to investigate the body, the DM will have to come up with another reason for the PCs

Continued from page 28

Williby is uncertain whether a doppleganger can learn thieving abilities, but he knows that it is normally impossible for a doppleganger to shapechange into the form of a bat or any other animal.

To the best of Williby's knowledge, jackalweres are unable to learn any civilized skills such as character-class abilities. He considers the idea of a jackalwere mage to be ludicrous.

Street Vendors

A number of vendors work the streets of Paridon selling bottles, rags, household goods, and hot wine from pushcarts. Other vendors offer a variety of cooked food: fried fish, pig's trotters, meat pies, and plum pudding. The streets are filled with buskers—street musicians and performers—including stilt walkers, hurdy-gurdy players with trained monkeys, puppeteers, and fiddlers. These people are the eyes and ears of Paridon. Little goes on in the foggy streets that escapes their notice.

If the PCs ask around, they are directed to Scrags Gallant, a sleight-of-hand performer who delights in showing passersby his card tricks. (While the PCs are watching, Scrags's nephew Tim attempts to pick their pockets, with a 50% chance of success.)

Scrags tells the PCs that he was one of the last people to see the most recent murder victim alive. He also got a good look at the man she was with at the time. (It's a lie, but he knows the name of the victim and a little about her habits—enough to convince the PCs he's telling the truth.) For a fee of £50, he can describe the man and show the PCs "the object wot fell out of 'is pocket."

If paid his fee (which is open to negotiation), Scrags gives a vague description of a man in a black top hat and cape. He presents the PCs with a key.

The key was found by Scrags's nephew in a nearby garbage dump. It has no connection with the murder but just might open a door to a local shop or home, throwing suspicion on an innocent person.

Continued on page 32

to go there. (Perhaps, after leaving the pub, the PCs hear the sound of guard whistles, and are curious enough to investigate.)

What Nayth said was true. He and the guards removed Mariel's body and searched the area for clues, finding none. However, when the PCs get to the scene of the crime, they see three guards hovering over a bloody body.

The entrance to the alley is dark and forbidding. A startled dog, gnawing a tossed-away bone, lets out a yip and speeds away. Even the animals are on edge tonight.

Lantern light reveals three guards huddled around a body sprawled on the paving stones. As you approach, they stand aside to let you view the corpse. It is Mariel Rigsby.

Gaping, ragged wounds cover Mariel's body in a chaotic pattern. Her garments are shredded and bloody.

The sight of someone they know lying dead, the victim of a gruesome murder, is cause for the PCs to make a horror check with a –2 penalty.

The dopplegangers are not the only creatures stalking the PCs. Paridon is also infested with a number of jackalweres, all of them loyal to Sir Edmund's coachman, Bardan.

The guards are really jackalweres. The body that appears to be Mariel is actually another jackalwere under the effect of a *phantasmal force* spell.

When the PCs entered the Twin Sons Pub with Koth, Bardan immediately began eavesdropping on their conversation from his booth in a shadowed corner. As soon as it became clear that the PCs intended to investigate the murder scene, he slipped out of the pub, racing ahead of them through the night. (Even if he left at the same time as the PCs, he has lived in Paridon so long that he knows a short cut.)

The dog that ran away was a jackalwere in jackal form; its yip was a warning to the others that the PCs were coming. When he received

this signal, Bardan cast a *phantasmal force* spell on one of his fellow jackalweres, then walked slowly and quietly in the other direction, concentrating on maintaining the illusion. (His form has disappeared in the fog before the PCs get to the scene.)

There are two clues at this scene that may tip off the PCs that this is a trap. Acting Inspector Nayth told the PCs that the Paridon Guard had finished its investigation of the scene, yet there are three guards here with the body. Second, the wounds on the body are not the precise, surgical cuts found on other murder victims, and are too bloody. Also, the corpse retains both its hands

As the PCs move in to examine the body, the jackalweres attack. The jackalwere under the illusion spell attacks with automatic surprise as soon as anyone leans close to him. He uses his gaze attack to put the nearest PC to sleep. (Any player stating that his character is looking closely at Mariel's body or looking for clues nearby is assumed to be leaning close to her.)

In the following round, the guards join the fray in their human-jackal forms. (Knowing what was going to happen, they transformed at the same time as their fellow jackalweres attacked.)

Those PCs who have been replaced by dopplegangers do *not* attack the other PCs during this battle.

As soon as Bardan hears fighting break out, he drops the *phantasmal force* spell and walks swiftly back to his lair at Bloodhaven, the estate of Sir Edmund Bloodsworth.

The jackalweres stay and fight only as long as they have the upper hand. As soon as the battle turns against them, they flee.

A captured jackalwere will not talk, no matter how badly threatened. It remains in its jackal form and only growls.

Jackalweres (4): INT very; AL CE; AC 4; MV 12; HD 4; hp 18 each; THAC0 17; #AT 1; Dmg 2d4 (bite); SA *sleep* gaze; SD cold iron or magical weapons to hit; SZ S (as jackal) or M (as human or hybrid); ML 12; XP 270.

The adventurers are likely to be suspicious of Acting Inspector Nayth, since he gave them directions to the murder scene and ambush. If Nayth is confronted, he replies, "I told you my guards and I were finished with that place. It's not my fault you fell into a trap set by others."

Nayth has no other evidence to clear himself and does not feel the need to do so. After all, he is the inspector of the Paridon Guard.

If the players don't become suspicious of the trap, the inspector can pose the question himself. "I wonder how the creatures knew where you were going," he mutters. The DM should give the players a few minutes to mull this over. The answer, of course, is that someone in the pub must have been spying on the PCs. Someone at the Twin Sons (one of the NPCs in the "Cast of Characters") is in league with the enemy. Now it's up to the PCs to figure out who that person is.

A Distraught Husband

Some time later that night or the next day, the PCs encounter Koth Rigsby again. This wild-eyed madman is carrying a huge double-headed woodcutter's axe. A pair of hand axes are tucked in his belt. "I'll get 'im," he mutters over and over again. "I'll make 'im pay."

Koth is searching for a man whose face he has never seen. However, his total inability to identify Mariel's murderer doesn't seem to faze him. He looks in every shadow and peers down every alley, hoping to find the man who killed his wife.

If the PCs talk to Koth, they learn nothing of value. He is a crazed avenger determined to mete out justice. He quickly turns away to continue his hunt.

If the PCs subdue Koth, they can take away his weapons. (Koth's statistics are found in the sidebar on page 16.) However, he will soon be right back on the street again with another axe.

Continued from page 30

The Printer's Shop

This print shop (Area 10), full of clattering presses and vats of ink, prints handbills for the local "vigilance committee." The committee's most recent poster offers a reward of £500 for information leading to the capture of the serial murderer.

The shop is also home to the *Newsbill*, Paridon's local newspaper. Over the course of this adventure, news hawkers dash through the city shouting the day's headline, always about the latest exploits of the murderer, whom reporters have dubbed "Bloody Jack."

A copy of the *Newsbill* costs 5 pence. If the PCs purchase the *Newsbill* and read through it, they discover a second mystery. (The DM should give the players a copy of the newspaper clipping on page 59.) The creature that attacked Penelope Downing is none other than Lord Sodo, whom the PCs will meet later in the adventure. If questioned, Mrs. Downing is unable to provide the PCs with any more information than she gave the *Newsbill* reporters.

Stuffed into a corner in the back of the print shop are a number of issues of the *Newsbill* from previous years. With a little searching, the PCs can dig out news accounts of the last three sets of killings. (The *Newsbill* was not in publication prior to that.)

Each series of killings featured a different modus operandi. Thirteen years ago, the victims' bodies were marked with a series of odd puncture marks. Twenty-six years ago, the victims were all shop clerks. (Coins scattered at the scene suggest that robbery was not the motive.) And 39 years ago, the victim's arms and legs were severed from their torsos. (At one of the murder scenes, a glove was left behind. It mysteriously vanished from the headquarters of the Paridon Guard the next day.)

If Koth is jailed, Nayth releases him a few hours later, secretly hoping that Koth will succeed in finding the murderer.

A short time after their encounter with Koth, the PCs meet him again. This encounter appears to be a duplicate of the first, but there is one important difference. This time the madman is not Koth but a doppleganger.

The doppleganger has killed Koth and is mimicking his form. However, it has made one mistake. Koth was carrying a double-headed woodcutter's axe. The doppleganger is carrying a huge single-headed battle axe and does not have hand axes tucked into its belt. (If the PCs disarmed Koth earlier, the DM can include some other small change in Koth's appearance as a clue.)

The doppleganger posing as Koth pretends to be searching for Mariel's killer. It approaches the PCs, asking them if they have seen Mariel or her murderer. If the PCs allow Koth to get close, the doppleganger attacks with the axe.

Koth (Ravenloft doppleganger): INT high; AL NE; AC 5; MV 12; HD 5; hp 23; THAC0 15; #AT 1; Dmg 1d8 or 1d12 (fist); SA surprise; SD *ESP*, saves as 10th-level fighter; SZ M; ML 13; battle axe, XP 650.

As soon as the doppleganger impersonating Koth attacks, any dopplegangers who have replaced PCs also attack, gaining automatic surprise on their first round.

At the DM's discretion, two nearby jackalweres may shift into jackal-human form and join the attack. If the PCs focus their attention on Koth (if they do not specifically state that they are looking around), the jackalweres make one attack from behind with a +2 bonus, then flee. If the PCs get a good look at their assailants, they can safely conclude that jackalweres are working in league with the dopplegangers. (See page 31 for jackalwere statistics.)

The Fifth Victim

The PCs should be thoroughly frustrated at their inability to catch or identify the murderer. On their fifth night in Paridon, however, their luck changes—they catch the murderer in the act

As the city clock strikes midnight, the PCs hear a woman's muffled scream from a nearby alley (Area 11). If they move at least 10 feet into the alley, they can see the following scene. (The DM should hand the players a copy of the illustration on page 35.)

A lantern that hangs above the back door of some tiny shop illuminates a grisly scene. A tall, burly figure in cloak and top hat stands facing the grimy wall. His right arm is outstretched, pinning a terrified young woman against the bricks. Her feet dangle helplessly a few inches above the pavement. The stark terror in her eyes is a haunting reminder of the first victim you saw when you entered this fiendish city.

In the man's left hand, a glittering blade flashes. Flowing symbols appear to be etched into the metal surface, symbols that seem to drip blood even before the knife performs its horrible work. As the blade slashes across the woman's neck, her scream ends in a ghastly gurgle.

The man turns suddenly, and his wild, animal eyes fix you with a stare that reveals all of the worst that a man can become. Small droplets of blood speckle his face and beard.

Then another figure, also wearing cloak and top hat, moves in front of the first man as if shielding him. Where did this second fellow come from? He wasn't there a moment ago.

The second man is older and gaunt, his white hair slanting across his forehead. He moves slowly, with a limp.

Behind him, the madman's arm moves with gruesome precision, all the more terrifying now that the screaming has stopped.

Each PC must make a horror check. This knife-wielding maniac is the murderer they saw when they first entered Paridon.

The PCs are too late to save the woman's life; she is already dead.

Attack From Above

The murderer and his accomplice are well inside the alley, a distance of at least 40 feet from the PCs. Before the PCs have a chance to react, the murderer turns to flee.

The older man who blocked the PCs' view is the jackalwere Bardan in another of his human forms (not his huntsman form). He broke his *invisibility* spell to shield the murderer, and to cast a spell. (For Bardan's statistics, see the sidebar on page 20.)

Bardan's *improved phantasmal force* spell places an illusory stone wall between himself and the murderer. It appears as if he made a mistake in his spellcasting, trapping himself in a dead end with the PCs. He curses and pretends to hammer on the wall, trying to make it look as if he accidentally cast a *wall of stone* spell in the wrong spot.

The wall feels real if touched. If the PCs run into it, they will be stopped short, feel pain, and probably fall down.

As soon as the PCs make a move to attack Bardan, five jackalweres leap down on the party from their second-story ambush.

Jackalweres (5): INT very; AL CE; AC 4; MV 12; HD 4; hp 18 each; THAC0 17; #AT 1; Dmg 2d4 (bite); SA *sleep* gaze; SD cold iron or magical weapons to hit; SZ S (as jackal) or M (as human or hybrid); ML 12; XP 270.

The DM should ensure that Bardan survives this encounter. While fighting, Bardan will most likely use his *dagger of wounding* and his gaze attack. He tries to successfully attack at least one PC before fleeing.

Bardan does not use any illusion spells; they are too likely to get spoiled by the combat. His *improved phantasmal force* spell will last only two rounds while he fights—more if he can avoid combat—but that's long enough for the murderer to escape.

If it looks like Bardan is going to be killed, he uses his *spider climb* spell to ensure his escape. The DM can bring in a few more jackalweres to give Bardan a chance to cast this spell. As soon as Bardan is safely away, the jackalweres flee.

Pursuing the Murderer

Facing the murderer alone is a sure-fire way to be killed. If a single PC slips through the illusory wall, that character automatically is killed and is replaced by a doppleganger. (This takes only one round.)

As always, the player should not be told that his or her character has become a doppleganger. Instead, the DM should tell the player that the PC saw the murderer duck into the door of a nearby shop. (This is a lie that the doppleganger PC uses to throw the other characters onto a false trail.)

The shop door is heavily barred from the inside. Forcing it open requires two people with a combined Strength of 34. (There isn't room for more than two people to push or kick at the door.) The door opens onto a simple storeroom containing boxes of dried peas and bags of flour. Some of the food is scattered across the floor. There is no other exit. (The PCs are likely to think the murderer is hiding inside one of the containers.)

If two or more PCs go through the wall to pursue the killer, they see the murderer flee down the alley. Within one round of the PCs' spotting him, the killer shapechanges into a bat and flies away.

Examining the Victim

The dead woman is Charlotte O'Doul, another of those professional women who accompany lonely men on the streets of Paridon. When the

adventurers examine the body of the dead woman, they find her in the same condition as the previous victims. (This is cause for a horror check, with a +4 bonus if the PCs have made their previous horror checks on viewing the madman's handiwork.) The DM should read the following to the players:

A young woman's body sits slumped against the brick wall. Her throat has been slashed so deeply that only the position of her body keeps her head on her shoulders

The look on the girl's face is one of sheer terror. No living creature should die the way she did. Once again, the murderer has left his characteristic mark; the internal organs have been neatly removed.

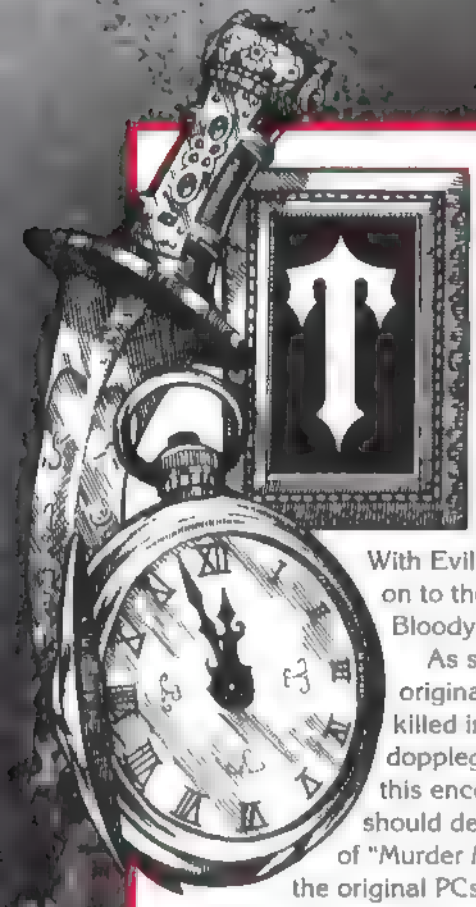
There is only one clue on the dead girl's body, but it is a vital one. The PCs find it only if they declare they are searching the body.

Clutched in one of Charlotte's hands is a fragment of a letter. While struggling with the murderer, the woman ripped this piece from his pocket. If the PCs try to read the fragment, the DM should hand the players a copy of the letter fragment on page 60.

If the PCs talk to the Mrs. Elsworth mentioned in the letter, they learn that three parties are planned, all for tomorrow night, at the estates of the van Straat, Bloodsworth, and Smythe families. Several tradespeople know that only the Bloodsworth event will feature themed decorations.

The wax seal still attached to the letter provides the confirmation. It bears the crest that is found on page 60. (The DM should give the players a copy of this illustration.) Practically any shopkeeper in Paridon can identify the seal as that of the Bloodsworth family.

AN ENCOUNTER WITH EVIL



he other shape
If shape it might be called
That shape had none
Distinguishable in
member joint [illegible] limb
—John Milton

In this encounter, the PCs meet Sodo, the doppleganger lord of Zherisia. "An Encounter With Evil" must be run before going on to the events described in "The Bloody Blade."

As soon as all of the players' original characters have been killed in battle or replaced by dopplegangers, the DM should run this encounter. The encounter should definitely be run by the end of "Murder Most Foul," even if some of the original PCs are still alive. In this case, Sodo will speak to only those PCs who were killed or replaced by dopplegangers.

The encounter begins as the PCs are *resurrected* from death by Sodo's touch (see page 5). They awaken with full hit points but must rememorize any spells that were previously used. Read the following to the players:

Although you have no memory of the event, you are certain you were dead. Yet now you live.

A low groan issues from close at hand. Next to you, one of your companions lies at the edge of wakefulness.

Bending over your companion is a strange, formless shape. It seems vaguely humanoid—for a moment, you clearly see a hand resting on your companion's forehead. But in the next instant, it shifts.

Flickering like a candle in the wind, the figure assumes a variety of horrifying forms. Some are mere caricatures of humans, with strangely twisted limbs. Others are bestial, with leering, fang-filled faces. Still others are amorphous, with multiple limbs and hideous bloated heads.

The figure is Sodo, who is rapidly shapechanging because of his agitation at having to use the PCs as tools to recover the *fang of the nosferatu*. (The PCs may prove dangerous tools, indeed.) If a PC tries to talk to Sodo or hinder him in any way, he hisses, "Be still, you fool! Can you not see that I am restoring a life?" Waking up from the dead and seeing Sodo is cause for each PC to make a horror check.

As the PCs observe their surroundings, the DM should add the following.

The light is dim; a single lantern, its wick trimmed low, illuminates the scene. You seem to be underground, lying on a ledge in a tunnel through which water flows sluggishly.

The lantern hangs from a rusted ladder that has broken away from the wall a few feet over your head. You can just make out a circular hatch at the top of the ladder.

The tunnel is about 10 feet wide. Its walls are made of brick, with an arched ceiling perhaps 20 feet overhead. The ledge you are lying on juts out over the water and is barely wider than the span of your arms. Rats scurry along its crumbling edge, their beady eyes watching you hungrily in the dim light.

The oily black water lends a foul odor to the air. Disgusting pieces of refuse swirl in lazy circles as they float past. At the edge of the light, you see a heavy iron grate. Water has backed up against the putrid debris caught there, and laps at the narrow ledge.

When the PCs were killed, their bodies were stored in this section of the Paridon sewer system (Area 7). The water comes from the Rhastik River, which was bricked over long ago. The only wholesome exit from this room is through the hatch above the ladder, which gives

access to a narrow street behind Paridon's poor house (Area 6).

As soon as all the PCs have been *resurrected*, Sodo begins talking to them. The DM should read the following to the players, changing pitch every so often to imitate the way Sodo's voice changes as his body shapeshifts.

"Welcome back from the land of the dead, my friends. Tell me, do you still feel the cold kiss of death upon your souls? I have given you the touch of life, and now you owe me something in return. I ask of you a small task—a trifle. But should you fail me, you shall hear death's icy laughter a second time.

"Some time ago, a magical knife was stolen from me by one of my servants. I want you to recover it and return it to me.

"The knife is a thing of great danger. In the hands of a person of weak moral character, it can cause its owner to commit heinous crimes. Alas, I fear this dire consequence has already occurred. I want the knife returned to a place of safekeeping, where it can do no further harm.

"You will recognize the knife by the runes etched into the blade, and the face of a vampire with ruby eyes carved into the guard. Recover the knife and return it to me before the deadline I give you has elapsed, and I shall free you from any further obligation. What's more, I shall reveal to you a way to leave this city forever. Fail me, and your lives shall be forfeit.

"Should you doubt my word, I suggest you reach beneath your clothes and touch a hand to the spot above your heart."

If the PCs feel their chests, each will find a small, hard object there. A close look reveals a tiny metallic beetle that has fastened its clawed feet into the PC's flesh.

The beetles are *scarabs of death*. They differ from the usual form of this magical item in that they do not immediately kill the person they are attached to. Instead, they can be magically set to go off at any point up to seven days in the future. (Once set, a scarab cannot be reset.) When its timer runs out, the scarab kills its victim within one round.

Attempts (magical or otherwise) to remove the beetle cause it to burrow deeper into the victim's chest. The beetle stops there, until the next attempt to remove it. Depending on the thickness of the victim's chest, death may soon result. (The beetle reaches the heart and kills its victim after 1d4+1 attempts to remove it.)

Sodo cautions the PCs about attempting to remove the scarabs. He explains that there is only one way to safely remove them, and that only he can do it, by touching the device with his fingers. (He's lying; any *resurrection* spell, cast on the scarab itself, will destroy it.)

Sodo is still protected by the invulnerability that the *fang of the nosferatu* bestowed on him 13 years ago. This protection will disappear as soon as another person (in this case, Sir Edmund Bloodsworth) uses the blade to kill six victims on six consecutive nights.

The deadline Sodo gives for retrieving and returning the *fang of the nosferatu* corresponds to the evening on which the sixth murder will be committed. The knife must be in his hands before midnight, or the scarabs will claim the PCs' lives at the stroke of twelve. Sodo tells the PCs that he will wait for them in this section of the sewers. He explains how the adventurers can reach this area through the tunnels and by the hatchway.

Sodo is telling the truth about his ability to show the PCs a way out of Paridon. (The magical portal leading out of Zherisia is described in "Escape From Evil.") If the PCs are able to recover the *fang of the nosferatu* and return it to him, Sodo will show them the way out of his domain, but he will betray their trust by refusing to remove the *scarabs of death*.

Sodo does not tell the PCs who the murderer is, because he is uncertain whom the doppleganger is currently mimicking.

At the DM's discretion, Sodo can *resurrect* any of the PCs a second time, but there is a penalty.

Each subsequent resurrection results in the permanent loss of 1 to 4 Wisdom points.

Sodo

Lord of Zherisia
Ravenloft Doppleganger, Chaotic Evil

Armor Class	5	**Str**	19
Movement	12	**Dex**	18
Level/HD	5	**Con**	16
Hit Points	40	**Int**	18
THAC0	15	**Wis**	17
No. Attacks	1	**Cha**	10

Damage: 1d12 per round
Special Attacks: Strangulation
Special Defenses: +5 or better magical weapon to hit (granted by the *fang of the nosferatu*); saves as 10th-level fighter
Magic Resistance: 90% immunity to all damaging spells (granted by the *fang of the nosferatu*)

Although he is a Ravenloft doppleganger, with all of the abilities of that race to mimic any humanoid form, Sodo is unable to hold a single shape for more than a few moments. At best (when he is calm), he can hold a shape for a full minute. At worst (when he is agitated or excited), he flickers from shape to shape every two or three seconds. Many of the humanoid shapes Sodo assumes are bestial and horrific; seeing him is cause for a horror check.

Background: Sodo originally belonged to a clan of dopplegangers on a distant world of the Prime Material Plane. Sodo, his fellow clan members, and his city were drawn into Ravenloft when he committed a crime that was extremely foul—even by doppleganger standards.

Sodo's crime was to kill off, in a series of carefully arranged "accidents," all the dopplegangers in the clan who were older than himself. After disposing of all the other elders, Sodo killed the clan leader, hid the body, and assumed the form that the leader normally mimicked. When confronted by suspicious younger members of his clan, Sodo used his mimicry in a devious way—he mimicked the natural form of the doppleganger elder, adding extra creases under his eyes to make himself into the image of the aged clan leader.

Normally, when a doppleganger reverts to its true form, it is clearly distinguishable from any other doppleganger. It is not able to mimic another doppleganger's true form. But Sodo had magical help: a *hat of disguise.*

When Sodo and the city of Paridon were drawn into Ravenloft, Sodo was rewarded with the ability to mimic any humanoid shape, even that of a fellow doppleganger's true form. At the same time, he was cursed to be forever shifting shape—and to heal anyone he harms.

Current Sketch: For decades, Sodo has been the undisputed leader of all Paridon's doppleganger clans, but now he is in a precarious position. The head of one of those clans (Sir Edmund Bloodsworth) has betrayed him. Not only is Bloodsworth in league with a pack of jackalweres, he has also claimed as his own the *fang of the nosferatu*, the magical knife that has granted Sodo invulnerability for the past 156 years. If Sir Edmund succeeds in obtaining the invulnerability the knife bestows, there will be nothing left to stop him from deposing Sodo and becoming the new lord of Zherisia.

Combat: Sodo has the usual *ESP* powers of a Ravenloft doppleganger, but he is addicted to the pain and terror of his victims. He must experience these emotions regularly (every five days) or suffer intense pain himself.

To feed on the suffering of his victims, Sodo must touch them. Because it is difficult for him to accurately aim a weapon as he rapidly shifts shape, he prefers to strangle his victims. (He's usually able to hang on long enough to do the job.) At the same time, Sodo's touch eases pain and ultimately *resurrects* any who die (as per the *resurrection* spell but without any aging or weakening of Sodo). As a result, his victims survive his attacks, no matter how violent. Most believe they have suffered a frightening nightmare.

Therefore, the voice said, shalt thou write
My curse tonight
Because thou hast strength to see and hate
A foul thing done within my gate.

—Elizabeth Barrett Browning

By the close of "Murder Most Foul," the PCs should have the clues they need to send them to Bloodhaven, the estate of Sir Edmund Bloodsworth. (The wax seal on the letter fragment found clutched in the hand of the last murder victim should point them in that direction.) The adventurers may or may not guess the extent of Sir Edmund's involvement.

If the PCs seek reinforcements before making the trip to Bloodhaven, Acting Inspector Nayth Crickshaw and three guards will be more than willing to come along.

The Chase Begins

Just as the PCs set out for Bloodhaven, the DM should read the following to the players.

> The dark streets glisten from the wet sheen left by the fog. The ever-present mists chill you to the bone. Only the steady flickering of the street lanterns provides relief from the damp gray city of Paridon.
>
> A high-pitched yip, like that of a dog whose tail has been stepped on, pierces the night. It is soon joined by another—and another and another. The chorus of shrill barks comes closer and closer.

The yipping sound is the peal of a pack of jackals under the control of the jackalwere Bardan and his fellows.

Bardan has tired of playing games and wants to drive the adventurers onto his home ground. His whole clan of jackalweres, and scores of regular jackals, are trying to herd the PCs toward the Bloodsworth estate.

The jackals have formed a semicircle a few blocks wide around the party. If the PCs try to turn down an alley or street that doesn't lead toward the estate, they run into a pack of jackals led by a handful of jackalweres. The road to Bloodhaven is always unobstructed.

The PCs most likely need to be shown that they should flee and not try to fight this horde. If Inspector Crickshaw and his guards are with the party, they provide the ideal method. If the PCs begin this section alone, they run into a group of four patroling guards shortly after the chase begins.

Blood in the Streets

The guards are the first victims of the jackal pack. If the PCs choose to flee, the guards run a little slower and are overtaken. If the PCs try to fight, the guards take to the front ranks and are overwhelmed. When this happens, the DM should read the following to the players:

> The dogs of the night bound out of the mists. Their large, pointed ears lie flat along their skulls. Long, narrow muzzles reveal slavering fangs behind curled lips. Without hesitation, they leap on the guards. Several dogs fall, but there always seem to be more of the beasts, leaping in for the kill.
>
> With high-pitched yips of excitement, the dogs overwhelm the struggling guards. They swarm around the bodies, feeding in a frenzy. There is nothing you can do for the guards; they are beyond rescue. Now is your chance to escape.

The jackalweres have specific orders not to attack the player characters unless there is no other option. (Bardan wants the pleasure of killing the PCs himself, one by one.) Instead, they drive the PCs to the north entrance of the Bloodhaven estate.

If the player characters are fleeing when the jackals pull down the guards, the Dungeon Master should describe the large pack as being behind the PCs, hot on their heels. (The movement rate for jackals and jackalweres is identical to that of humans, so that is not an unlikely event.)

If the PCs choose to stand and fight, the DM should describe the pack of jackals, dozens strong, that almost surrounds the PCs, and should emphasize that the route behind the PCs is clear. (The PCs should not be told that this is the path to Bloodhaven unless they specifically ask.)

If the PCs still refuse to run, eight of the jackals shift into the man-beast shape of jackalweres, providing an increased threat. If the PCs don't flee now, they have a battle on their hands. (So long as the jackalweres live, the jackals share their steady morale rather than their own pitiful morale.)

The jackalweres and jackals fight savagely to defend themselves and to drive the player characters on to Bloodhaven's rear entrance, where Bardan awaits in the carriage house. The creatures give the PCs plenty of opportunity to turn and flee, continuing the pursuit to encourage the adventurers onward even faster

Jackalweres (8): INT very; AL CE; AC 4; MV 12; HD 4; hp 18 each; THAC0 17; #AT 1; Dmg 2d4 (bite); SA gaze causes sleep; SD cold iron or magical weapons to hit; SZ S (as jackal), M (as human or hybrid); ML 16 due to overwhelming numbers (12 if four or more have died); XP 270.

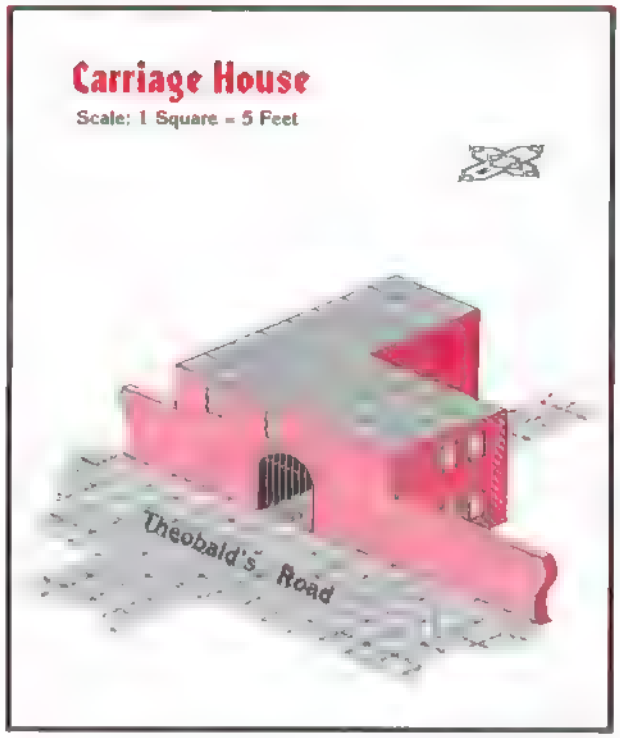
Jackals (80): INT animal; AL N; AC 7; MV 12; HD 1/2(MF); hp 3 each; THAC0 20; #AT 1; Dmg 1–2 (bite); SZ S; ML 4 (12 when any jackalweres are present, 16 when more than four jackalweres are present); XP 7.

Hunter and Prey

Driven by the jackals and jackalweres to Bloodhaven, the PCs approach the estate from the rear (north) entrance. The first thing they see is the carriage house. The DM should give the players a copy of the diagram on this page, explaining that they are running up the narrower street toward the wall and the building set into it. The DM should then read the following to the players.

> Piercing the two-story building that lies directly ahead is a yawning archway wide enough for a carriage. Normally, the opening would be blocked by a portcullis, but through the patches of fog, you can see that the portcullis has been raised.
>
> The window above the archway is lit. Revealed in the lantern light is the old man you saw with the murderer. Before your eyes, his form shifts and melts until you see a hauntingly familiar bearded figure. He doffs his black top hat and dons a green hunter's cap. An evil grin splits his face as the lantern is extinguished.
>
> Driven on by the slavering dogs, you at last reach the intersection. To your dismay, you see more dogs racing at you from the right and left. The animals are closing in from three sides! The only avenue of escape is through the arched entrance in the wall.

The carriage house is the home and lair of the jackalwere Bardan, who serves as Sir Edmund's huntsman. The DM should not tell the players outright that this is whom they have seen through the window. Instead, the DM should reveal Bardan's identity only if the players ask detailed questions about where they might have seen this familiar face. ("Is he someone we saw at the Twin Sons Pub?")



Since the PCs are being herded here, they won't have time to be sneaky and get onto the grounds of the Bloodsworth estate undetected. This is the way that Bardan wants it. He intends to be the hunter, with the adventurers his prey. A major purpose of the chase was to take away their control of the situation.

The PCs start in Area 1, unable to flee into the street due to the jackals and jackalweres, and unable to enter the grounds of the estate due to barred doors. Their only option is to enter the carriage house, where Bardan waits to pick them off.

Bardan starts in Area 8, overlooking the entrance. He will not willingly enter a standing battle with the PCs, preferring to kill them off one at a time and run away before the survivors can react.

Bardan (jackalwere), 6th-level illusionist wizard: INT very; AL NE; AC 4; MV 12; HD 4; hp 26; THAC0 17; #AT 1; Dmg 2d4 (bite) or by weapon type; SA gaze causes sleep; SD hit only by iron or magical weapons; SZ S (3′ long) as a jackal, M (6′ tall) as human or hybrid); ML 14; XP 650; S 14, D 16, C 12, I 16, W 9, Ch 14; *dagger of wounding* (similar to a *sword of wounding*), two hand axes. Spells: *Grease, hold portal, phantasmal force* (×2), *spider climb; improved phantasmal force, invisibility* (×2); *flame arrow, spectral force, wraithform.*

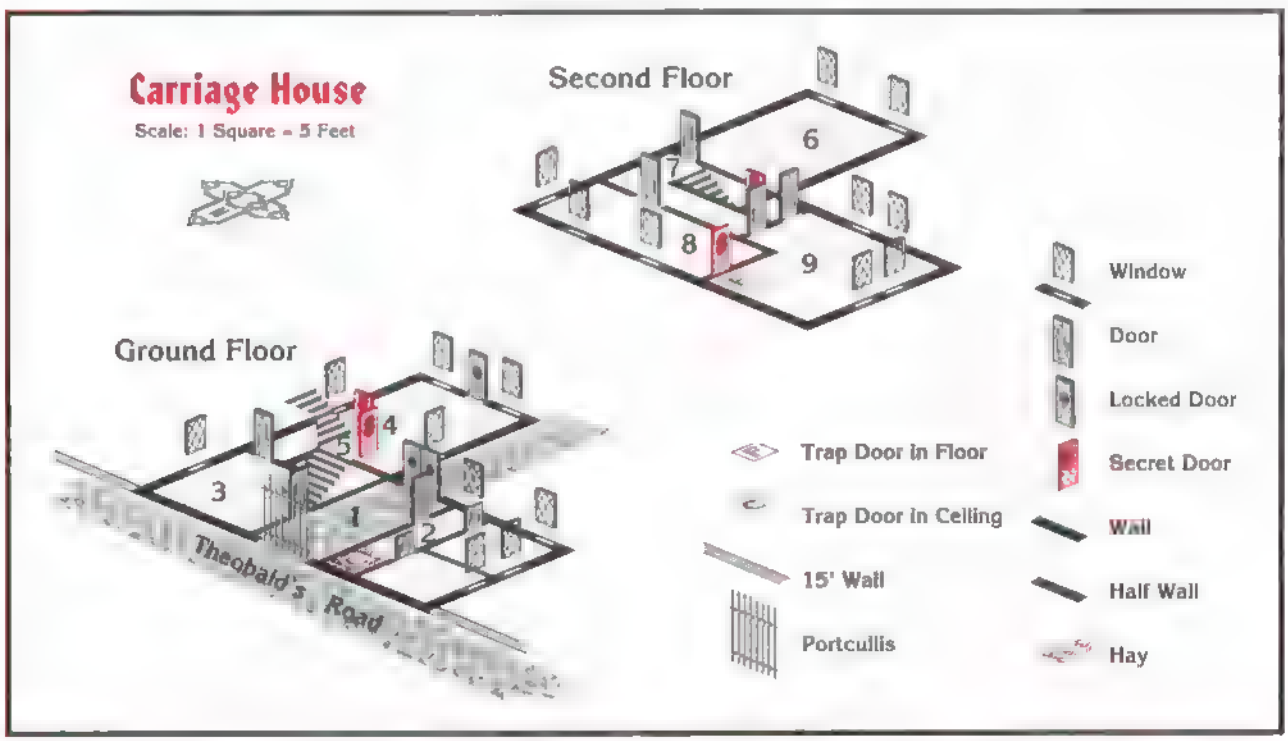
Inside the Carriage House

All windows in the carriage house are barred. The exterior doors are heavily barred from the outside. All Strength rolls, bend-bars rolls, and other attempts to break the bars will fail. Bardan carries a magical key; when it's applied to the interior locks, the bars fall away.

All of the floors in the house creak. Bardan is able to keep track of the PCs' positions by listening for the noise of the floorboards. Even without these telltale sounds, it is difficult for a group of people to move through a house completely silently. The rustle of clothes, the clank of armor, or hushed whispers can give away the PCs' positions.

Bardan, on the other hand, is a single person, far less likely to make any noise if he wants to remain silent. He knows how to avoid all the squeaky floorboards, but he may intentionally step on one to draw the PCs to a particular location.

Several of the rooms in the carriage house contain horrible surprises for the PCs: corpses in horrifying poses, severed limbs, and the like. The PCs receive a +2 bonus on their horror checks the second time they see such a terrible sight. The third and subsequent sightings result in a +4 bonus to horror checks.



1. Carriage Tunnel. The PCs are chased into this enclosed area when they try to avoid becoming jackal food. The large, iron-banded, solid oak double doors at the far end of the tunnel are heavily barred from the other side. No amount of force will open them, but Bardan's magical key will cause the bars to fall away instantly.

The PCs can immediately spot the mechanism to lower the portcullis. One good blow with a sword or axe and the portcullis comes crashing down. All of the jackals and jackalweres will be trapped on the other side, out in the street and safely separated from the adventurers.

The jackalweres remain outside the gate, preventing the PCs from approaching the portcullis. Later, if Bardan gets the chance, he sabotages the mechanism, preventing the portcullis from being raised.

2. Stable. Each of the two stalls here holds a coal-black horse. At the north end of the room is a bin full of hay. Shelves and hooks on the walls hold a variety of equipment necessary to maintain and service the horses and their carriage. (The carriage is usually parked in the tunnel. At the moment it is elsewhere.)

In the ceiling above the hay bin is a secret trap door, which anyone standing on the hay can reach. This door allows Bardan to move from Area 9 to the stable at will.

3. Kitchen. This room contains a wood-burning stove, firewood, cooking pots and utensils, spice rack, pantry, and other common kitchen equipment.

Everything here looks normal. However, anyone who opens the ice box will find Mariel Rigsby's hands. Various other body parts are stored here as well. Looking inside the ice box is cause for a horror check.

4. Dining Room. The door at the far end of the dining room is barred from the outside. Only Bardan's magical key can open the doors.

This room contains a long dining table that can seat 10 people (four on each side and one on each end). Bardan has prepared a surprise here.

Stretched out on the table, a corpse lies on a bed of leafy green garnish. The throat is a mangled mess, and there is dried blood all over the body. Its left arm is partially gnawed, but otherwise the corpse appears intact.

Unfortunately for the PCs, the body is a doppleganger imitating the body of a dead human. Like all dopplegangers, this one is a masterful actor and is most convincing as a dead creature.

The doppleganger waits until the PCs are leaving the room, then attempts to grab from behind the last person going out the door. Its goal is to kill and replace one of the PCs. It attacks with a meat cleaver coated with Type E poison. (The DM should roll the doppleganger's attack secretly. If it succeeds, the DM should also roll the victim's saving throw vs. poison. If the save fails and the victim dies, the other PCs notice the attack only if they have specifically stated they are looking around during that round.)

If the PCs discover that the "corpse" is alive before this plan can be carried out, the doppleganger leaps up and attacks.

Ravenloft doppleganger: INT high (13); AL NE; AC 5; MV 12; HD 5; hp 16; THAC0 15; #AT 1; Dmg 1d12 (fist) or 1d6 (cleaver); SA poison; SD *ESP*, saves as 10th-level fighter; SZ M; ML 13; XP 650.

5. Stairs. This staircase leads from the kitchen (Area 3) to the upstairs hallway (Area 7). Two small secret doors are set into the walls of the staircase. The door at the bend of the stairs opens onto the carriage tunnel (Area 1), 8 feet above the packed earth. The door near the top landing opens high on the north wall of the dining room (Area 4).

The panels for these secret doors are so small that the PCs must crawl to get through them. Bardan opens the doors with his human fingers, then changes to his jackal form to leap down

upon unsuspecting visitors. If stealth is required, Bardan can use his *wraithform* spell to seep through tiny cracks around the secret doors.

6. Bedroom. This typical bedroom has a single occupant. A beautiful woman, dressed in a Victorian-style nightgown, kneels at the foot of the bed. Her hands are bound with a silver chain, the end of which is attached to the bedpost. She is weeping uncontrollably.

The woman is named Allysha. She has been bitten by a werewolf and now suffers from the affliction of lycanthropy. So long as she is bound with the magical silver chain, she remains human.

Allysha pleads with the PCs to set her free, claiming that Bardan has made vile suggestions about what he will do to her soon. Once unbound, she becomes a werewolf and ferociously attacks the nearest person. As a werewolf, Allysha is a ravenous animal, completely incapable of rational thought. After satiating her blood lust, however, Allysha returns to human form for one day.

Allysha herself is unaware of what triggers her change, since she has not been afflicted for long and can never remember what happens while she is a beast. The PCs are likely to assume that she is a jackalwere; in the heat of battle, the beast forms of jackalweres and werewolves may appear similar.

Allysha (werewolf): INT average (10); AL CE; AC 5; MV 15; HD 4+3; hp 21; THAC0 15; #AT 1; Dmg 2d4 (bite); SA surprise; SD silver or magical weapons to hit; SZ M; ML 12; XP 420.

The magical silver chain can be of great use to the PCs. If any part of Bardan's body is bound by it, he is unable to change form. (This restriction is unique to Bardan's lineage and does not apply to the more common types of jackalweres.) The 6-foot chain appears to be very thin and frail, like a bracelet or necklace, but is completely unbreakable.

7. Hallway. A secret door at one end of the hallway leads to the closet of the trophy room (Area 9).

8. Study. This room is furnished with divans, chairs, and small tables. A few animal trophies are mounted on the walls: the heads of deer, water buffalo, and other herd animals. A small shelf holds a few books, but none are significant to the PCs. Most are books on hunting, both fact and fiction. A secret door in the west wall leads to the trophy room (Area 9).

Bardan is in this room when the PCs first enter the carriage house.

9. Trophy Room. A dozen trophies are mounted on the walls of this room. Most of these trophies are stuffed human and demihuman heads. (Seeing them requires a horror check.) The collection also includes a werewolf head, a goblin head, an orc head, and a wererat head. A full-sized stuffed ogre with a raised club stands in the northeast corner, directly behind a trap door in the floor. (Pulling down on the ogre's club springs the trap.)

A door next to the entrance to this room leads to a small closet that contains various pieces of hunting gear (a quiver of arrows, a green cloak, boots, etc.). A secret door in the north wall of this closet leads to the hallway (Area 7).

Bardan's Strategies

While the PCs are in the carriage house, the DM should use Bardan as cleverly as possible. Here are a few suggestions for some sneaky attacks:

- When the PCs first enter the house, Bardan moves into the hallway (Area 7) so he can listen down the stairwell. If the PCs start to come upstairs, he goes into the trophy room (Area 9). From here, he can use the trap door to quickly move to the first floor, where he can sneak up behind and attack the last of the PCs to climb the stairs.

- Early in this confrontation, Bardan tries to get behind the party so he can stab someone. Because all doors are normal-sized (less than 3 feet wide), the PCs must file through one at a time. Somebody must be last into and out of each room. Bardan can hide by using his *invisibility* and *wraithform* spells, his illusion spells, or by just plain being sneaky.
- If the leading PCs are too close for comfort, Bardan completes his sneak attack on the trailing adventurer, then shoves the victim through the doorway and casts a *hold portal* spell, hoping to hold the PCs off until he can get away.
- If Bardan stages an attack on the PCs in the trophy room (Area 9), he hides in the closet. The PCs' attention is almost certainly going to be occupied by the stuffed ogre. While they are examining this strange artifact, Bardan sneaks out of the closet and stabs someone, then flees into the hall (Area 7), slamming the room's door behind him. He instantly opens the adjacent secret door and re-enters the closet. From here, he can repeat the attack. (If anyone opens the closet door before Bardan mounts his first sneak attack, the jackalwere uses his gaze attack—with guarantied surprise—then stabs the intruder.)

Bloodhaven Estate

When the adventurers pass through the carriage house and onto the estate of Bloodhaven, it is the date of the gala event that Sir Edmund stages every year at this time

Regardless of whether it is day or night, the party will be in full swing and will continue late into the night. At midnight, Sir Edmund will commit the final murder that will give him invulnerability for the next 13 years. Even now, he is looking over his guests, trying to decide which of the ladies present will be his next victim. Performing the murder during his own party is Sir Edmund's perverse way of celebrating the event.

Purpose of the Party

The main purpose of Sir Edmund's annual party is allow the dopplegangers of his clan to pick their next targets. (In many cases, these people will be killed tonight and the dopplegangers replacing them will return to their new homes.)

At first, the dopplegangers will target residents of Paridon rather than adventurers. The PCs are unknowns, perhaps not worthy of replacement. However, as soon as Sir Edmund knows that the PCs have arrived at the mansion, he directs the dopplegangers by *ESP* to concentrate their attacks on the adventurers. The dopplegangers will bide their time, planning these attacks carefully and waiting to strike until one of the PCs is alone in a room. ("Alone" means that none of the other adventurers are with the PC. It doesn't matter if the PC is surrounded by party guests.)

A doppleganger attacks by unobtrusively slipping a tiny dagger coated with an improved form of Type O poison between the PC's ribs. The poison instantly stupefies any PC who fails to save vs. poison, and even works on elves.

The outcome of the encounter depends on the PC's saving throw. If the saving throw is successful, the PC faces the task of determining which of the people in the crowded room attempted to stab him. (This requires an Intelligence check on 1d20.)

If the save fails, the PC is captured by the dopplegangers, who then carry the adventurer out of the room while making excuses for their drunken friend. Captured PCs are bound securely and hidden in one of the storage rooms (Areas 2 or 6). Sir Edmund will deal with them personally—at midnight.

Reactions of the Guests

None of the more than 100 guests at the party have any idea what is going on. The discovery of a dead body will cause quite a stir among the guests, all of whom are normal humans (except those who are dopplegangers). Word spreads

Additional Encounters

The DM can use these two encounters as the PCs wander the rooms of Bloodhaven Mansion. They work well as fillers between Sir Edmund's attacks on the PCs.

Mad Maab

Mad Maab wasn't invited to the party—but she came anyway. Maab knows that doppelgangers are involved with Paridon's troubles, but she hasn't put everything together yet. The PCs encounter Maab as she searches for doppelgangers at the party.

Maab is clearly of the lower classes. Her clothes are neat but worn and patched. She appears to be in her late 50s, though she is actually 10 years younger; life has been hard.

Maab approaches the PCs and looks each of them over carefully. She then demands that the PCs provide their names, places of birth, occupations, and any other pertinent information about themselves.

Next, she points to one PC and demands he take off his shirt.

"That's right, lovie. Take the shirt off. Don't want to, eh? Well, a boot'll work just as well. You better cooperate or I'll blow the whistle on you and let everyone know you're doppelgangers. Everyone knows dopps can't take off their clothes, because the clothes are a part of them!"

Maab doesn't know that doppelgangers really *can* take off their clothes and equipment. If one of the PCs complies, Maab insists the others follow suit. If the PCs refuse, she draws a dagger and waves it at the PCs, again demanding they each take off a piece of clothing. Nearby party guests watch this new entertainment with mild curiosity.

Maab will not attack the PCs unless they attack her first. If they satisfy her they are not doppelgangers, she disappears into the crowd.

If a PC kills Maab, a security guard (the doppleganger who poses as Sgt. Jan Trembot) moves forward and attempts to arrest the PC. If the PC leaves the party with the sergeant, he or she is killed and replaced by a doppleganger.

The DM should not tell the player that his or her character has been replaced by a doppleganger, but merely say that, on the way to guard headquarters, the PC escaped from custody. This will be the story the doppleganger tells the other PCs when it rejoins them at the party.)

If the PC who kills Maab refuses to cooperate, the sergeant fights to subdue, then drags the PC from the party with the results described above. If the other PCs join the fight, the sergeant flees rather than press the matter

Mad Maab, 0-level human: AL NG; AC 10; MV 12; HD 1; hp 3; #AT 1; THAC0 20; #AT 1; Dmg 1–4; INT 13; ML 10.

A Question of Identity

A young doppleganger of the Mulor clan wants to make a big impression on his clan leader by learning what the PCs know about Sir Edmund. The young doppleganger approaches the PCs in the guise of a middle-aged human scholar, smoking a pipe and muttering to himself. Frequently, he takes out a sheet of paper and makes a few notes.

The doppleganger introduces itself as Joseph Wilberforce, a local writer who plans to write a new book that will reveal the true identity of the murderer. Wilberforce says he wants to know if the PCs have any clues about the identity of the murderer or any idea where he is. In exchange, he says he will tell them his theory. (He claims the murderer is a member of the royal family, citing as evidence the itinerary of the prince over the last five days, which places him in the general area of each murder.)

If an opportunity presents itself, the young doppleganger will try to get a PC alone and kill and replace that character.

quickly, and the lighthearted atmosphere of the occasion is dispelled. No one wants to leave yet, lest they miss out on the excitement, but all the guests eye each other suspiciously. (All rolls to move silently, hide in shadows, etc. are penalized by 10%, including Sir Edmund's.)

If a second body is discovered, the party is over. Everyone finds some excuse to leave, and within an hour only a dozen of the most diehard party guests are left.

The party also comes to an abrupt end if the guests are subjected to any obvious source of danger. If this happens, the guests run screaming from Bloodhaven. Some examples of obvious danger include:

- A wild animal is on the loose (Sir Edmund in one of his animal forms).
- A doppleganger returns to its true form.
- A major fight breaks out.
- Dangerous spells are cast.

Obviously a small incident in one of the less-crowded rooms is not cause for the entire mansion to empty out. But any incident in the ballroom (Area 21), or any extremely noisy or noticeable incident in one of the smaller rooms, will cause the guests to panic.

Although the guests flee, the dopplegangers remain behind to assist Sir Edmund in his battle against the PCs.

The Grounds

The Bloodhaven estate is surrounded by a 15-foot-high wall. There are only two entrances to the grounds: through the tunnel in the carriage house, and through the massive front gate. A cobblestone road leads up to the main entrance at the center of the mansion (at the midpoint between the east and west wings), then curves around so that carriages can return the way they came. A secondary road leads from the carriage house to the veranda at the rear of the mansion.

The front gate is made of wrought iron. Normally it is securely locked, but tonight it stands open as the carriages of the party guests come and go.

The mansion is surrounded by a wide swath of neatly clipped lawn. Beyond the lawn, a forest of deciduous trees fills the grounds to the estate walls. (Movement rates are two-thirds normal in the forest.) An open glade in the southeast corner of the estate holds a shallow pond stocked for fishing.

The Mansion

The mansion's single story is raised 5 feet above the ground. All outside entrances are reached by short flights of steps.

There is a 50% chance of encountering 2 to 12 party guests and 1 to 4 servants (0-level humans) in any room, except as otherwise noted in the text. There is an additional 25% chance that 1 to 4 of these party guests are dopplegangers.

All of the dopplegangers at the party are members of the Mulor clan. The DM should refer to the clan list on page 59, subtracting any dopplegangers that have been killed so far. This will give the total number of dopplegangers present when the PCs arrive at the party.

The party guests wear elaborate gowns and formal wear. The servants wear formal uniforms. If the PCs are not in formal dress, they will be easily spotted as party-crashers.

A map of the Bloodhaven mansion can be found on the inside cover of this adventure. Several rooms contain clocks that strike the hour, as shown on the map.

1. West Foyer. This simple room (for a mansion) is tastefully decorated with large plants and statuary. The porch outside is protected by a broad roof supported by four stone columns. Shallow steps lead down to the ground.

2. Storage Room. This room is crammed full of furniture that has been removed from all of the other rooms for the party. Several narrow paths allow access to the items in the back of the room.

The door to this room is locked. Sir Edmund has a key.

If the PCs search among the furniture, they can find the dead body of a middle-aged woman who was strangled and replaced by a doppleganger. The creature took the woman's clothes and jewelry, and dressed her in its more ordinary garb.

If one of the PCs has already been captured by dopplegangers, there is a 50% chance that the PC is hidden here instead of the dead party guest. Otherwise the PC will be in the other storage room (Area 6).

3. Grand Hall. This broad hallway is floored with scarlet carpeting running from end to end. Plants, statues, and paintings line the corridor. Mounted suits of armor (useless as real armor) and displays of weapons hang from the long walls.

The weapons take one round to detach from the wall. One of every type of weapon listed in the *Player's Handbook* can be found here.

4. Private Office. The only entrance to this room is the secret door in Sir Edmund's office (Area 5). This room has no windows, but three normal doors lead to three small storage closets. All three doors are locked.

There are five corpses in the office. Three are people from the party that have been replaced by dopplegangers: Sir Bleygas Smythe, Dr. Peter Walsh, and Lady Margaret Doolittle. The bodies are broken and battered. Seeing this carnage is cause for a horror check.

4A. Treasury. This storeroom contains items of magic: a *scimitar of speed*, *bracers of defense* (AC 3), a *potion of super-heroism*, a *potion of extra healing*, and a *periapt of proof against poison*.

A small case lying on the floor near the back wall is just big enough to hold a dagger. If the case is opened, the imprint of a blade with some sort of large gemstone set in its pommel can be seen in the red velvet lining.

4B. Treasury. This storeroom holds all of Sir Edmund's personal wealth. Much of his money is tied up in investments, but the remainder is stored here. There are two chests on the floor, and several small boxes on the shelves.

Each chest is devoted to a different base metal of coinage; one contains 7,297 silver shillings, while the other holds 8,364 gold pounds. The smaller boxes on the shelves hold gems and jewelry.

4C. Treasury. This storeroom holds valuable documents. Its walls are lined with labeled scroll cases containing financial contracts, birth certificates, and family records. One very interesting scroll lists the various citizens of Paridon who have been replaced by dopplegangers. The left column is a list of prominent names in Paridon, and the right column is a matching list of doppleganger names. A second scroll lists potential targets, with occupations and incomes carefully noted.

If the PCs read the scrolls, the DM should hand the players copies of the Mulor clan list and the list of possible targets found on pages 59 and 60.

The entire Mulor doppleganger clan is at the party. Each doppleganger that has not already been killed is impersonating one of those listed on the first scroll. But several of those impersonating less wealthy people are racing against one another to replace the more prosperous and influential folk on the list of targets.

The PCs can use the second list to expose the dopplegangers (although this will take some doing, as the shapeshifters' mimicry is flawless) or to warn the potential victims. However, in the case of Sir Bleygas Smythe, Dr. Peter Walsh, and Lady Margaret Doolittle, the switch has already been made; the PCs may warn a doppleganger! By night's end, the remaining three targets will also have been replaced.

5. Office of Sir Edmund. This is where Sir Edmund conducts all official business. The room

is dominated by a large desk on which scrolls and papers are scattered. A large bookshelf stands against the west wall. The furnishings are completed by a few chairs and a scribe's table.

A large map of Paridon hangs next to the bookshelf. The sites of the latest murders are marked with red Xs on this map.

A secret door behind the bookcase leads to Sir Edmund's private office (Area 4).

6. Storage Room. The Bloodsworth servants removed many pieces of furniture from the public rooms of the mansion, and stored them here to make more room for party guests. Amid this jumble of tables and chairs, several winding paths give access to the furniture farthest from the door. Two of these paths end at secret doors that lead to the adjoining office (Area 5) and the pool room (Area 7). A heavy table blocks each of the secret doors. (Anyone using the secret door must crawl under the table to open it, and then crawl out on the other side.)

The corridor door to this room is locked, and Sir Edmund has a key.

If the PCs search this room, they can find the dead body of a young man dressed in plain trousers and a shirt. He has been strangled and replaced by a doppleganger. The creature is wearing his victim's clothes and jewelry.

If one of the PCs has already been captured by dopplegangers, there is a 50% chance of finding that PC is hidden here instead of the dead guest. Otherwise, the PC will be in the other storage room (Area 2).

7. Pool. This room is almost completely filled by a large pool. The water is 4 feet deep at the edges and 12 feet deep in the middle. Although the water itself is of average clarity, the room lights are kept very low, making it hard to see under the surface.

There are always 3d6 party guests swimming in the pool or lounging on the deck; 1 to 4 of them are dopplegangers. Towels and swim wear are available in two changing areas hidden from view by silk screens.

8. Games Room. This room has a county fair theme. The walls are painted with pictures of brightly colored tents, jugglers, clowns, and vendors hawking their wares. Several real-life entertainers wander about the room: a juggler, a fire-eater, a clown balancing a small white dog on his head, a sleight-of-hand artist (Scrags Gallant, from the "Clues and Conundrums" sidebar), and a man with a trained bear. At booths along the walls, shouting vendors vie to entice the guests to try their games of chance. A secret door leads to the ballroom (Area 21).

9. Salon. This room contains several chairs and sofas where guests can sit comfortably beside low, white marble tables. The walls have been decorated with murals depicting a desert theme; the stone floor has been covered with a thin layer of sand.

Cacti and other potted desert plants fill the corners. Hidden away in the foliage are phony snakes, spiders, and even a stuffed coyote—all desert creatures. A live camel is tethered to the wall in the southeast corner.

10. Parlor. This room contains chairs and sofas for the party guests. The east and west walls are painted with murals of a snow-covered valley surrounded by mountain range that extend toward the horizon. Large rocks line the walls and are stacked in the corners. Many of the rocks are dusted with white to look as if they were covered with snow.

Several tubs of ice are hidden behind the rocks, lending a chill to the air. A stuffed mountain goat stares down at the occupants from atop one rock. Across the room, a stuffed mountain lion does the same.

11. Drawing Room. This room has been decorated to look like it is under the sea. The walls are blue-green and painted with swimming fish and water plants. A mural depicting a shipwreck has been painted between the doors on the north wall. Coral and dried sea plants line the walls, and a stuffed shark hangs from the ceiling.

12. Parlor. This room has been decorated to look like an arctic wasteland. Goose down litters the floor in imitation of snow. A stuffed polar bear stands menacingly in the southwest corner, ignoring the stuffed seal in the southeast corner. Large rocks, painted white to look like ice blocks, are littered about.

13. Main Entrance. After the guests disembark from their carriages, they enter this marble-tiled foyer where they can leave their cloaks and outer wear on pegs attached to the walls.

14. Salon. Guests who come through the doors to this room feel like they've entered a cave. The walls are painted to look like rock walls. Black archways painted on the walls appear to be branching cave tunnels. (One of these false archways conceals a secret door that leads to the main entrance, Area 13.)

15. Drawing Room. The door to this room opens onto savannah grasslands. Wall murals make the room seem to extend forever to the horizon. Only a handful of isolated trees are visible. A stuffed antelope adorns the southeast corner and a crouching lion the northwest corner.

16. Sitting Room. A peaceful forest glade greets visitors to this room. Trees and brush are painted on the walls, augmented by a few potted trees in each corner. A stuffed white horse with a fake unicorn horn stands proudly in the southeast corner. The PCs might assume it is a unicorn, but it lacks the beard of a true unicorn. If the PCs examine the horn closely, they discover that it is made of wood.

17. Parlor. This room recreates the atmosphere of a tropical riverbank. The decorators have even gone as far as lugging in a shallow trough, 5 feet wide, filling it with muddy water, and partially submerging a stuffed crocodile in the muck. Hard-packed dirt covers the rest of the floor, and lush green forest scenes decorate the walls. A few potted plants are scattered about to complete the illusion.

18. East Foyer. This room duplicates Area 1 at the west side of the mansion. Party guests who need a bit of air can lounge between the stone columns or on the shallow steps.

19. Kitchen. Nine cooks and a dozen serving maids race around frantically, narrowly avoiding running into each other and upsetting the steaming platters of food they carry. Anyone not on staff is politely ushered out of the room.

None of these people are dopplegangers. (Dopplegangers prefer the life of leisure to that of a scullery maid.) Stairs in the northwest corner lead down to the cellar (Area 22).

20. Dining Hall. The focal point of this large room is a long table filled with food. There are always 10d6 party guests here; 2 to 8 of them are dopplegangers.

The murals on the walls depict endless fields of grain, orchards, and grazing lands filled with cattle, goats, and sheep. Bundled stalks of grain fill the corners of the room. A live goat is tethered in one corner, a live sheep in the opposite corner. Two large dogs wander freely, begging food from the guests and attempting to steal it from the table when no one is looking.

A secret door leading to the ballroom (Area 21) is completely concealed by several bundles of cornstalks.

21. Ballroom. Unlike the other rooms, this room is not decorated to suit a theme. It is just a ballroom—but an elegant one, with chandeliers hanging from the ceiling and large windows along the north wall that look out over the lawn. Secret doors lead to the games room (Area 8) and to the dining room (Area 20).

This is where the main activities of the party are happening. A band is arrayed against the center of the west wall, playing formal dance

music. A few hundred people are dancing, while others are mingling outside on the pillared patio that runs the length of the north wall. There are 2 to 8 doppelgangers mingling with the crowd

As soon as the PCs enter the ballroom, Sir Edmund gets up on a chair to propose a toast The DM should hand the players a copy of the illustration at right and read them the following:

> At the far end of the room, a bearded man in elegant attire and white gloves climbs onto a chair. A hush settles over the room as he taps a silver spoon against the champagne glass he holds in one hand
>
> "To my dear friends I need no introduction. But some of you are attending my annual party for the first time and thus may not know me. I am your host, Sir Edmund Bloodsworth."
>
> Sir Edmund raises his glass high, then makes his toast. "To a long life for all of us. I hope that we are always able to enjoy the bounty of life as much as I have enjoyed having all of you here with me on this festive occasion "

If the players compare the illustration of Sir Edmund making a toast with that of the murderer (the illustration from page 35 that was handed out earlier) they should see a clear resemblance. It should be obvious that Sir Edmund is the man they have been seeking. (The DM should remind the PCs that they are the only people still alive who can identify Sir Edmund as the murderer.)

During his speech, Sir Edmund's eyes fall on the PCs and he g ves a start of recognition. Then an evil smile spreads across his face.

Whatever entrance the PCs have come through, a dense crowd of party guests separates them from Sir Edmund. Long before they can fight their way through the crowd to reach him, Sir Edmund concludes his toast,

steps down from the chair, and is lost in the crowd. His doppleganger clan members move in to screen him, and he shapeshifts into the guise of some obscure party guest.

22. Cellar. Although the cellar is large, it is crowded. One wall of this underground room is lined with five huge oak barrels that hold different vintages of fine wine. The rest of the floor space is covered by tools and household implements, stacks of boxes, and sacks of cereal grains and flour.

One of the barrels has a false front and contains no wine. If anyone turns the spigot on this barrel, the front panel swings open to reveal a trap door leading down into the sewers. Sir Edmund and the dopplegangers of the Mulor clan all know how to operate this secret entrance; they use it to escape if cornered here.

Sir Edmund Bloodsworth (Roja)

Ravenloft Doppleganger

Armor Class	5	**Str**	16
Movement	12	**Dex**	17
Level/HD	5	**Con**	15
Hit Points	25	**Int**	16
THAC0	15	**Wis**	15
(12 with *fang*)		**Cha**	14
No. Attacks	1		
XP	2,000		

Damage: 1d3+3 (*fang of the nosferatu*)
Special Attacks: Blood drain (*fang of the nosferatu*)
Special Defenses: *ESP*, saves as 10th-level fighter
Magic Resistance: Immune to *sleep* and *charm* spells; rolls all saving throws as 10th-level fighter.

Sir Edmund matches the description of the man the PCs saw committing the murders. He has a wild beard and untamed black hair. His eyes and smile hold a boundless energy that speaks of an endless joy of living. They are also the eyes of a wolf among the sheep.

Background: Born to a human father (one of the Bloodsworth sons) and a doppleganger mother who was posing as a family servant, Roja (Sir Edmund's true name) learned of its doppleganger heritage at an early age. One of its first acts on reaching puberty was to kill and replace a legitimate Bloodsworth son—its own half-brother. Soon thereafter, it killed and replaced the head of the Bloodsworth family. It now gives Roja great pleasure to lord it over those who once treated it as an unworthy, illegitimate son.

Current Sketch: Roja is capable of shifting shape at will, but it has used the form of Sir Edmund for so many years that it now thinks of this shape as its own. Roja barely remembers that there ever was a separate individual by the name of Edmund Bloodsworth. In the

doppleganger's deranged mind, it *is* Sir Edmund Bloodsworth, a nobleman of Paridon.

Roja is the eldest doppleganger in the 23-member Mulor clan. All members of the Mulor clan are intensely loyal to their elder and will follow Roja's every command. Roja uses its *ESP* ability to stay in constant contact with its followers.

Until recently, Roja served a higher master—Sodo, the doppleganger lord of Zherisia. But the *fang of the nosferatu* proved too great a lure. Roja has betrayed Sodo and plans to keep the knife as its own, using it to achieve invulnerability.

Combat: As soon as it spots the PCs (when they enter the ballroom) or as soon as the PCs draw the attention of a Mulor clan doppleganger, Roja begins to hunt them down. The doppleganger can keep track of where the PCs are by the *ESP* link with its clan members, and will attempt to capture the PCs. Failing that, it will try to kill them off one at a time and replace them with members of its family.

Roja will make full use of the *fang of the nosferatu*, which is very useful for hit-and-run combat. The doppleganger strikes once with the blade and then flees. Roja will also make full use of its clan members; in a worst-case situation, it will sacrifice a clan member to get away. The doppleganger leader will also use its ability to imitate the form of any humanoid.

The tool Roja is most likely to use is the additional shapechanging ability that the *fang of the nosferatu* confers. While in possession of the knife, the doppleganger can change into any animal form and attack the PCs. (Fortunately for the PCs, Roja has had little contact with genuine monsters. All of its preferred shapes are normal animals.) After it has wreaked a round or two of havoc, Roja changes into some other animal and flees.

Animal Forms: Because Roja is a doppleganger, the *fang of the nosferatu* grants it the ability to shapechange into any creature, humanoid or not. The only limitation is that the creature must be either small, human-sized, or larger-than-human-sized. (Roja cannot change into something as small as a flea or as large as a dragon.)

Roja's Intelligence (16) remains the same whatever the creature's form, as do its hit points (32), magic resistance, experience-point value (2,000 XP), and *ESP* ability. The doppleganger's morale is elite (14). Any wounds taken by Roja in animal form are carried over to its next form, whether animal or humanoid.

Roja's preferred animal shapes and his statistics when in these forms are:

Ape, carnivorous: AC 6; MV 12, 9 in trees; HD 5; THAC0 15; #AT 3; Dmg 1–4/1–4/1–8; SD +2 to surprise; SZ L.

Bear, brown: AC 6; MV 12; HD 5+5; THAC0 15; #AT 3; Dmg 1–6/1–6/1–8; SA hug (2d6 hp damage on attack roll of 18); SZ L.

Cat, great (common lion): AC 6; MV 12; HD 5+2; THAC0 15; #AT 3; Dmg 1–4/1–4/1–10; SA rear claws for 1d6+1 hp each if both front claws hit; SD surprised only on a 1; SZ M.

Crocodile: AC 5; MV 6, swim 12; HD 3; THAC0 17; #AT 2; Dmg 2–4 (jaws)/1–12 (tail); SA surprise; SZ L.

Dog, wild: AC 7; MV 15; HD 1+1; THAC0 19; #AT 1; Dmg 1–4; SZ S.

Hawk, small: AC 5; MV fly 36 (B); HD 1–1; THAC0 20; #AT 3; Dmg 1/1/1; SA 25% chance of beak striking an eye (PC loses vision for 1d10 rounds, 10% chance of permanent vision loss); SZ S.

Scorpion, large: AC 5; MV 9; HD 2+2; THAC0 19; #AT 3; Dmg 1–4/1–4/1; SA poison sting (save vs. poison at +2 or die); SZ S.

Snake, constrictor (giant): AC 5; MV 9; HD 6+1; THAC0 15; #AT 2; Dmg 1–4 (bite)/2–8 (squeeze); SA automatic 2d10 hp damage each round after successful squeeze; SZ L.

Snake, poison (normal): AC 6; MV 15; HD 2+1; THAC0 19; #AT 1; Dmg 1; SA poison (2–8 hp damage in 2–12 rounds); SZ S.

Spider, large: AC 8; MV 6, web 15; HD 1+1; THAC0 19; #AT 1; Dmg 1; SA webs, poison (save at +2 or take 15 hp damage); SZ S.

Encounters With Roja

This section describes the actions that Roja and the dopplegangers will try to take. The DM can pick and choose among them, based on the PCs' actions and the room the PCs are in

Encounter 1: Roja pretends to be a stuffed animal in a room decorated for the party (Areas 9 to 12 and 15 to 17). This deception may arouse the PCs' suspicions in a room that they have already visited. ("Wasn't there only one camel here before?")

As soon as the PCs begin to coordinate an attack, Roja changes into a hawk or other suitable form and flees. The doppleganger will be more than satisfied to cause one round of damage and escape unscathed.

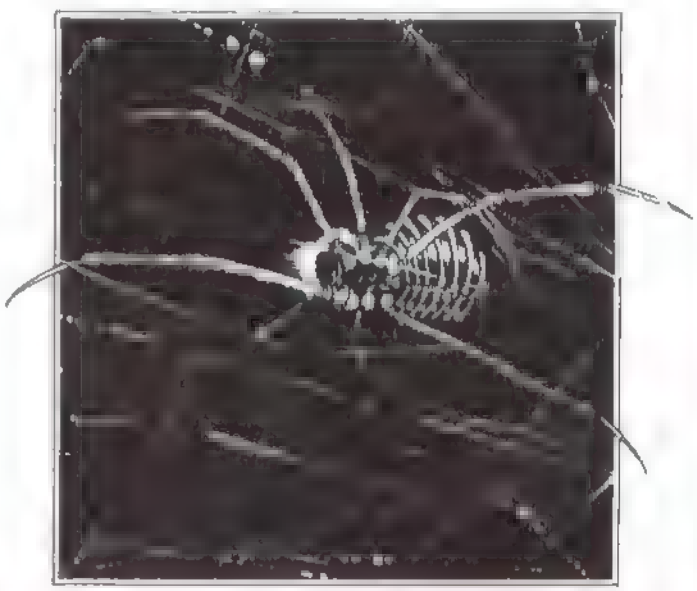
Encounter 2: Roja hides near a doorway as a snake or scorpion. When the PCs come through the door, it bites or stings the last or first person in line, attempting to poison a PC. It then turns into another creature, such as a small bird, to escape.

Encounter 3: Roja imitates the shape of a party guest whom the PCs have already met. When the PCs are comfortable in the guest's presence, and when a large enough crowd is present to allow escape, Roja stabs one of the PCs in the back with the *fang of the nosferatu*. Then, screened by 2 to 8 members of the clan, Roja loses itself in the crowd and changes into the image of yet another party guest (or shapeshifts into a small animal to get away.

Encounter 4: In the pool room (Area 7), one of the Mulor dopplegangers, disguised as a party guest, attempts to push a PC into the pool (preferably an adventurer in heavy armor). Roja is lying in wait in the water, in the shape of a crocodile. It swims to the attack, then retreats by transforming into a fish or a different party guest.

Encounter 5: In the jungle room (Area 17), Roja takes the shape of a boa constrictor. It lurks in a tree and grabs the last PC in line, lifting the adventurer right off his or her feet. After a round of squeezing, Roja drops its victim and becomes a spider or hawk to flee.

Encounter 6: Shapeshifting into a large spider, Roja rigs up a web on the ceiling. One end of the web is held up by a single strand. When the PCs enter the room, Roja cuts the strand, dropping the web on the adventurers. (This acts as a *web* spell for three rounds.) Once the PCs are trapped, Roja bites one or two, injecting them with poison. It then takes the form of Sir Edmund and taunts the PCs as it walks out the door.



hat night the
empty
corridors
Were full of
forms of fear,
And up and
down the iron
town
Stole feet we
could not hear
—Oscar Wilde

This encounter assumes that there is still time left before the hour of midnight, and that Roja has not been able to carry out the sixth murder. (If he has succeeded in this endeavor, he need no longer fear the PCs.)

After meeting with Sodo in "An Encounter With Evil," the PCs should be concentrating their efforts on obtaining the *fang of the nosferatu*. They are likely to try to trap Roja, if they have identified him as the murderer.

When the PCs go on the offensive, Roja flees to the cellar of the mansion—either down the stairs in the kitchen (Area 19) or through one of the secret trap doors (Areas 17 and 20).

The DM should allow the PCs to pursue Roja into the cellar. It may at first appear to be trapped there, but it knows about a secret passageway leading to Paridon's sewers. When the PCs catch up to Roja, the doppleganger has just opened a secret door leading down into darkness. Just as the PCs are about to recover the *fang of the nosferatu*, 2 to 8 dopplegangers of the Mulor clan swarm into the cellar from the house, summoned by Roja's *ESP*.

If the PCs are unable to kill Roja in the cellar, it flees into the sewers. To recover the *fang of the nosferatu*, the adventurers have no choice but to follow. Once again, the Mulor clan will be close on their heels. (The dopplegangers fan out through the sewers; 1 to 4 dopplegangers attack the PCs at random intervals until all have been dealt with.) Once the PCs have recovered the *fang*, they must find their way through the sewers to deliver it to Lord Sodo.

Into the Sewers

The Rhastik River flows from south to north through Zherisia. When the city of Paridon was built, the river was channeled below ground, through a series of brick-walled tunnels. Each of these tunnels runs north-south and is 10 feet wide and 20 feet high, with an arched ceiling.

Smaller connecting tunnels, running east to west, do not carry water; they are merely access tunnels. Just 6 feet high and 3 feet wide, they open into the larger tunnels 6 feet from the ceiling. The 10-foot gaps across the sewer tunnels are spanned by narrow iron bridges, which are so rusted that they collapse 50% of the time when a crossing is attempted. Anyone on a bridge when it collapses takes 1d6 hit points falling damage.

Access to the sewers is gained through a series of round hatches in the pavement above, each sealed with a heavy metal cover. (There is a 50% chance that a hatch has rusted shut. Anyone trying to open it must make a bend-bars roll.) Like the bridges, the iron ladders leading down from the hatches are rusted and break 50% of the time.

As the PCs move through the sewer system, the DM should refer to the large color map of Paridon.

One additional problem faces those trying to move through the sewers. At various points in the main tunnels, metal grates block the way. A bend-bars roll is required to remove each grate. If the PCs cannot remove a grate, they must double back and choose another route.

Water in the main tunnels flows sluggishly and has an average depth of 2 feet (just above a human's knees). The bricks underfoot are slippery, and it is almost impossible to move silently. (Thieves suffer a 20% penalty to their

move-silently rolls; everyone else splashes around noisily.)

The access tunnels offer the opportunity for quiet movement, but they are too narrow for two people to fight side by side, and anyone more than 6 feet tall must crouch to avoid the ceiling. Dopplegangers can adjust their heights to avoid this complication.

The dopplegangers chase the PCs through the sewers for as long as possible. If the PCs escape through an access hatch into the streets above, they can probably lose their pursuers in the fog. If the PCs are able to find their way through the sewers to their meeting place with Zherisia's lord, Sodo orders the dopplegangers back, and they immediately retreat.

Creepy Coffins

The thieves of Paridon have turned to a new type of crime: robbing the dead. Recently, a number of coffins were unearthed from their graves, then brought down to the sewers to be looted at leisure. When the thieves are finished looting the corpses, they toss the coffins into the water to float away.

Read the following to the players as the PCs are wading down one of the main tunnels:

> Something nudges your leg from behind. Is it one of your companions, trying to get your attention quietly? Then you realize what bobs in the water behind you. A coffin!
>
> Inside the black box lies the partially decomposed body of a woman. By the look of her clothes, she was a member of the gentry.
>
> As you view the sad remains, one of the woman's hands shifts slightly.

The PCs are likely to assume that this is a doppleganger. In fact, it is truly a lifeless corpse. The movement was caused by a rat hiding beneath the woman's hand.

The DM should include one or two similar encounters with floating coffins. Then, when the

Fang of the Nosferatu

The *fang of the nosferatu* is a magical knife that was presented to Sodo, lord of the domain of Zherisia, 156 years ago. It is rumored that the blade was once the property of the lord of Valachan, but how the *fang of the nosferatu* got to Zherisia is a mystery. The cursed blade seems to have a mind of its own, appearing wherever it can do the most evil.

The *fang of the nosferatu* is described in the *Forbidden Lore* boxed set, and in the RAVENLOFT® new edition campaign setting box. By the time the *fang of the nosferatu* appeared in Zherisia, it had manifested several new powers and much ornamentation not previously described. Perhaps it had these powers from its creation, but they were not discovered until Lord Sodo became its owner. Descriptions of the blade are often inaccurate, because it grows more ornate with each life it takes.

The blade is of hardened steel covered with etched symbols filled with ruby dust, so that they appear to have been written in blood. The surface of the guard that faces the blade has the likeness of a vampire with bared fangs. Its eyes are filled with ruby dust, echoing the strange runes on the blade

The knife's single greatest power is to confer invulnerability on its wielder for 13 years. To become invulnerable, the wielder must commit six murders on six consecutive nights, killing each victim at the stroke of midnight. For the next 13 years, the murderer has a magic resistance of 90% against all magical attacks and is immune to all but the most powerful weapons (+5 or better). In addition, during the period of invulnerability, the recipient does not age—as long as he or she possesses the knife. Without the knife, the owner ages normally but is still invulnerable.

Typically, the knife's owner will renew this invulnerability a few days early; overlapping the 13-year periods of invulnerability is safer than allowing this protection to lapse for even a day.

The *fang of the nosferatu* can grant invulnerability only once every 13 years, but it can be used

Continued on page 57

PCs start to get used to these gruesome sights, two doppelgangers use a floating coffin to stage a sneak attack on the PCs. Instead of lying inside the coffin, however, the doppelgangers leave the corpse inside and cling to the bottom, holding their breath.

Ravenloft doppelgangers (2): INT very; AL NE; AC 5; MV 12; HD 5; hp 18 each; THAC0 15; #AT 1; Dmg 1–12 (fist) or 1–4 (dagger); SA surprise; SD *ESP*; SZ M; ML 13; XP 650 each.

Escape From Zherisia

When the PCs return to the arranged meeting place with the *fang of the nosferatu* before the appointed hour, Sodo knows he has won. The sixth murder has not been committed, and he is still invulnerable—for tonight.

Sodo keeps one of his promises. In exchange for the dagger, he shows the PCs a route out of Zherisia. Beckoning them to follow, he wades into the foul water of the sewers and leads them down the tunnel. After a while, he presses an ear to the wall. Then he taps on several bricks, moving his hand in a complicated pattern. Read the following to the players:

A secret door, disguised to resemble part of the sagging brick wall, swings silently open Behind it lies a chamber filled with dark, stagnant water, perhaps 15 feet wide and 50 feet long. Wisps of fog curl out of an arched tunnel at the far end of the chamber.

"That archway leads to another place and time," Sodo says. "There is no boat, but don't worry. You won't need one."

Suddenly, dozens of men in top hats and black formal clothing stride out of the sewer tunnel behind the doppleganger. Each looks exactly like Sir Edmund Bloodsworth. Each holds a gleaming dagger that looks just like the one in Sodo's hand. (However, none of

Continued from page 56

as a weapon at any time. It cuts like a magical *dagger +3*, causing 1d4+3 hit points damage. With each cut, the knife feeds like a vampire, magically drawing the victim's blood into itself. The knife draws 3 hit points of blood for each round it is left in a wound. Each hit point of blood satiates the knife for one day, but it cannot be satiated for more than seven days, regardless of how much blood it absorbs. The blood from any living creature will do, but the blade requires the blood of an intelligent creature once each month. The owner of the knife personally recovers 1 hit point (if not already at maximum hit points) when the knife is used in any attack that draws blood from a victim, but on any day that the blade is not satiated, it draws 1 hit point from its owner.

The knife also acts as a conduit for its victim's emotions, drawing forth their pain and terror and transmitting these emotions to the person wielding it. Anyone using the knife who is not addicted to pain and suffering (as Sodo and his servant Sir Edmund Bloodsworth are) must make a horror check at a –4 penalty or suffer either revulsion toward all knives (the *fang of the nosferatu* in particular) or mental shock. Repeated use of the knife by the same person quickly results in madness

Holding the knife in gloved hands prevents the wielder from bonding with the blade and experiencing the emotions of the victim. The glove must be made from the skin of a shapeshifting creature; not just any glove will do. After the knife has been used on a victim, the first person to touch its hilt with a bare hand will experience these emotions (with the above results). The first person to touch the knife with a bare hand on all six nights will also receive the 13 years of invulnerability the knife bestows. If wielded by a gloved hand, the blade cannot be used again until it is touched by an ungloved hand and drained of its horrible burden of pain.

Anyone who has wielded the knife with an ungloved hand becomes bonded to the blade and will not willingly part with it. The *fang of the nos-*

Continued on page 58

Continued from page 57

feratu, however, has a mind of its own and is quite capable of influencing its own theft so that it passes to new hands.

The *fang of the nosferatu* also has other powers, which it confers on the person who wields it. It allows humans and demihumans to *shapechange* as a vampire would, into the form of a wolf or bat. The change from humanoid to animal form takes a single round and may be accomplished at will, as often as the possessor of the knife desires, with no duration limit.

Because the knife, for reasons of its own, has attached itself to Lord Sodo, a doppleganger, it allows those of that race to *shapechange* into a greater number of forms. A doppleganger in possession of the *fang of the nosferatu* can *shapechange* into any creature that is small, medium, or large-sized.

The *fang of the nosferatu* becomes part of its owner's body or clothing whenever its *shapechange* power is used. This power may be invoked no matter what form the *fang* currently is in, so long as it is possessed by or part of its owner

The *fang of the nosferatu* is chaotic evil in alignment, with high intelligence (17) and high ego (17). While it is not able to speak aloud, it whispers telepathically in the language of its owner. The knife cajoles and coerces its possessor, trying to get that person to use it so that it can drink the blood that it craves. If necessary, the knife whispers of the power it can confer. A *detect magic* spell will reveal an aura of necromancy about the blade.

Anyone using the *fang of the nosferatu*, even with a gloved hand, is subject to a Ravenloft powers check, with a 15% chance of a response. The powers check automatically fails if the knife is used to obtain invulnerability.

Merely possessing the knife without using it is fraught with danger. The *fang of the nosferatu* always attempts to dominate its owner. The evil contained in the knife gradually seeps into the owner, who must save vs. spell each day or begin a gradual slide toward chaotic-evil alignment.

these duplicates is the real *fang of the nosferatu*.)

"I've showed you a way out, but I never promised that you would live to use it," Sodo hisses.

If the PCs stay and fight, they are doomed. There are 20 dopplegangers here, as well as Sodo. Their only chance is to run for the misty tunnel. The dopplegangers have no missile weapons, but the creatures will chase the PCs through the 2-foot-deep water. None of the monsters will dare to enter the mists.

The misty archway can lead anywhere the DM desires—to another domain of Ravenloft, to some other realm, or even to another part of the Paridon sewer system. But wherever the adventurers appear, they find themselves standing in water

When the PCs enter the Mists, those who still have *scarabs of death* attached to their chests feel the infernal devices begin to move. But instead of burrowing deeper, these magical beetles are transforming. In another moment, they are no more than harmless normal beetles that crawl out of the holes in the PCs' chests and fly away

If the PCs escape through the misty tunnel, they face a moral dilemma. The adventurers can probably guess that Sodo will use the *fang of the nosferatu* to claim six more lives. Can they turn their backs and let murder be done? Even if they have the best intentions, can they find a way to return to Zherisia before the *fang*'s bloody reign of terror begins again?

If the PCs return to Paridon (or somehow manage to remain), the adventure continues. Another doppleganger becomes Sodo's henchman, and the murders begin again. Unless the PCs can stop him, Sodo will renew his invulnerability. But if the PCs can recover the *fang of the nosferatu* from Sodo's doppleganger henchman (and destroy it), they can end the murders forever.

Ire's List

Miss Christa Fingal
Stefag Hux
Dr. Rax Olender
June Brauch
Hon. Phillor Timpe
Brad Nesser
Mlle. Thoe Massie
Matron Kolbus
Vinson Waggoner
Mr. Graston Elsworth
Sir Franz Rein
Dr. Wolfgang Arturus
Yuru Oksman
Earl von Behren
Sir Timmothy Kipper
Lawran Crahan
Ran Argent
Sir Edmund Bloodsworth
Treech Gallant
Divad Heth
Mlle. Nira Sehgal
P. Tupper
Sgt. Trembot
Starg Wolfman
Gorst Barkrant
Tom Licato
Dame Marg Kendry
A. Logan
Baron Vonk
Emer van Straat
Sir George Shears
Krist Logter
Dr. Lela von Dracek
Mr. von Keller
Bernard Hickethier
C. Miles
Sir Bleygas Smythe
Rachel Wasser
L. Gemino
Mr. Denavas
Sgt. Jinkins
Frances Nicholi
Mr. Rathbone

"MURDERED" WOMAN STILL ALIVE!

Late last night, Mrs. Penelope Downing awakened her neighbors with passionate screams. When they rushed to the elderly widow's bedside, they found her distraught.

"I have been murdered!" cried she. "Murdered by a man without a shape. He flickered like a candle flame, more rapidly than the eye can blink!"

Clearly, Mrs. Downing was not murdered, but was the victim of a particularly vivid nightmare. It should be noted that the widow has a delicate constitution and was disturbed by the recent murders.

Mulor clan role call of assumed lives, as recorded by Sir Edmund Bloodsworth, noble clan elder:

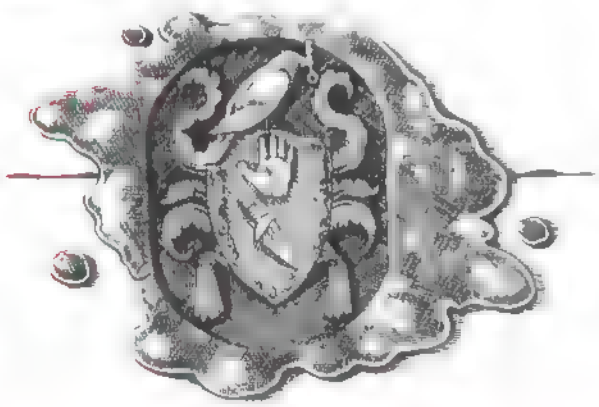
Sir Edmund Bloodsworth	*Roja*
Miss Anna Whitehead	*Kilmat*
Sir Franz Rein	*Sgal*
Sir Timothy Kipper	*Forn*
Earl von Behren	*Wolt*
Lady Candice Worth	*Ujar*
Lady Sarah Bergstrom	*Klar*
Miss Christa Fingal	*Brem*
Mlle. Nira Sehgal	*Chodi*
Dame Marg Kendry	*Nolti*
Mr. Charles Quail	*Treb*
Inspector Logan/Coachman	*Sudji*
Sgt. Jan Trembot	*Yarsh*
Thom De Roo	*Wickin*
Dana Gormann	*Golta*
Dominic Kroeker	*Yolt*
Alicia Gordon	*Rogni*
Mlle. Marie Truffault	*Molb*
Dame Hellen Peters	*Gorn*
Geoff H. Wray	*Ptask*
Miss Patrice de Palma	*Uvik*
Georges Leatherman	*Woxl*
Torrence Allenby	*Gimbal*

Pomible targets:

Sir Bleycas Smythe
banker, £42,000 per annum
Emer van Straat
financier, £45,000 per annum
Lady Margaret Doolittle
pensioner, £30,000 per annum
Dr. Peter Walsh
surgeon, £21,000 per annum
Hon. Phillor Timpe
judge, £17,000 per annum
Dame Agatha Collins
singer, £7,000 per annum

Letter fragment clutched by Charlotte O'Doul (Victim #5)

personally
diversions have been
this year's entertainment
my fun performers. And so I can
assure you, Mrs. Chiworth, that my party will be
splendid as always. My servants have done up each
room in a different theme. The event promises to be
even more spectacular than the gala I held last year
which I'm sure you remember to be
event indeed, marred only by
unforeseen incidents
will not dissuade
[illegible]



Replacement Player Characters

Edward Chadswick

Male Human, Level ____
Cleric of the Temple of the Divine Form

Armor Class:	2	**Str**	17
Height:	6'2"	**Dex**	16
Weight:	199 lbs.	**Con**	17
Hair/Eyes:	Brown/hazel	**Int**	15
Age:	40	**Wis**	16
Alignment:	Lawful neutral	**Cha**	13
Languages:	Common, elvish		
Hit Points:	____	**Dmg:**	____
THAC0:			

Equipment: Splint mail, knife, *long sword +1*, *potion of extra healing*, belt pouch with 1 gp and 5 sp, wooden holy symbol, deep-blue cloak, small sack of dried apples, staff, two torches.

Nonweapon proficiencies: Reading/writing (16), religion (16), singing (13).

Major spheres: All, Charm, Healing

Minor spheres: Combat, Creation, Divination, Protection

Granted power: Soothing word (3 times/day)

You first entered the Temple of the Divine Form as a member of the choir; you have always had a perfect singing voice.

You are a firm believer in the philosophy of the divinity of humankind, which states that all humans must strive for physical, mental, and emotional perfection. All of your actions, all of your thoughts, are directed toward achieving the "divine form" and encouraging others to do the same

When the murderer killed one of the young women whom you had recently set on the path toward divinity, you knew that you must act before he strikes again. If possible, you will offer the killer a chance at redemption. If he refuses, he will taste the steel of your sword.

Angus Blackhand

Male Human Fighter, Level ____

Armor Class:	3	**Str**	17
Height:	5'8"	**Dex**	17
Weight:	174 lbs.	**Con**	17
Hair/Eyes:	Gray/black	**Int**	12
Age:	26	**Wis**	13
Alignment:	Neutral good	**Cha**	16
Languages:	Common, dwarvish		
Hit Points:	____	**Dmg:**	____
THAC0:	____		

Equipment: Studded leather armor, shield, battle axe, dagger, spear, *ring of fire resistance*, leather backpack containing 1 lb. of dried beef, leather boots, fine metal shield (that you made yourself), gray cloak, 2 gp, 3 sp.

Nonweapon proficiencies: Blacksmithing (17), endurance (17), fire-building (12).

You are the son of a blacksmith, and a blacksmith yourself. It's dirty, heavy work, but you enjoy it. In fact, there is nothing you would rather do. Nothing, that is, except stop the menace that plagues your city.

You are proud of this city. You were born here, you are raising your family here, and you will do your best to keep this place safe for your wife and children. Too many people have died. The killing has to stop.

Perhaps it is your loyalty to Paridon that makes you brave.

"Brave." You like the sound of that word. You've always known you were strong; now is the time to put those muscles to the test.

Peg Shewmaker

Female Human Wizard, Level ____

Armor Class:	7	**Str**	14
Height:	5'6"	**Dex**	13
Weight:	129 lbs.	**Con**	18
Hair/Eyes:	Sandy brown/ dark brown	**Int**	18
		Wis	16
Age:	17	**Cha**	16
Alignment:	Neutral good		
Languages:	Common, gnome, halfling		
Hit Points:	____	**Dmg:**	____
THAC0:	____		

Equipment: *Cloak of protection +3, sling of seeking*, belt pouch (for spell components), water skin, slightly tattered charcoal-gray clothes, leather boots, spellbook, 5 sp, 12 cp

Nonweapon proficiencies: Cobbling (13), cooking (18), modern languages (18), reading/ writing (19)

Your parents were cobblers who struggled to get by after losing their tiny shop in a fire. You suspect that poverty will always be your family's lot in life, but you're not ashamed of your status. You believe that the poor love more deeply, care more intensely—and want more forcefully—than the rich.

When your family sent you to work as a scullery maid at age 13 (one less mouth for your parents to feed), your wizard master quickly spotted your intelligence and invited you to become his apprentice. When he died, you were turned back onto the streets, your training incomplete.

If you had never met the wizard, you might have become the sort of young woman whom the murderer is now targeting. The fact that the killer is rumored to be a member of the gentry enrages you. It's just one more example of how the empty lives of the rich cause suffering in this world. If there is any way for you to use your wizardry to avenge those deaths, you will.

Ozzie Rasputen

Male Human Thief, Level ____

Armor Class:	10	**Str**	14
Height:	5'7"	**Dex**	14
Weight:	121	**Con**	15
Hair/Eyes:	Black/ dark brown	**Int**	14
		Wis	11
Age:	16	**Cha**	13
Alignment:	Chaotic neutral		
Languages:	Common, dwarvish, elvish, orc, kobold		
Hit Points:	____	**Dmg:**	____
THAC0:	____		

Equipment: Long sword, throwing dagger, *gloves of dexterity* (same as *gauntlets of dexterity*), thieves' picks and tools, leather backpack (contains a change of clothes), leather boots, apple, torch, flask of oil, flint and steel, 1 sp, 13 cp

Nonweapon proficiencies: Appraising (14), disguise (12), forgery (13), gaming (12)

You are Ozzie Rasputen, brother of the famous—and deceased—Slimy Eddie. Some foul creature of the night struck your brother down in the prime of his life. You will have revenge. No one can kill Slimy Eddie and walk away unpunished.

You admired your brother. It was because of him that you quit going to school and started thieving for a living. Slimy Eddie had the best get-rich-quick schemes of anyone in the thieves' guild.

But you're not in the guild yet. They thought you were too young. Well, you'll show them, especially once you figure out how to use those gloves Eddie left you. You'll find the man who killed your brother and all those other people. You're going to prove yourself. You'll show everyone that no one is faster, stronger, braver, and more cunning than Ozzie Rasputen.

You will be famous someday—and you'll owe it all to Slimy Eddie.

Shelly Holmes

Female Human Investigator (Thief Kit)
Level ____

Armor Class:	10	**Str**	12
Height:	5'1"	**Dex**	17
Weight:	124 lbs.	**Con**	13
Hair/Eyes:	Red/green	**Int**	18
Age:	29	**Wis**	16
Alignment:	Lawful good	**Cha**	16
Languages:	Common, elvish, dwarvish, halfling, gnome, silver dragon		
Hit Points:	____	**Dmg:**	____
THAC0:	____		

Equipment: Dagger, knife, sword-cane, *eyes of the eagle*, *lens of detection* (in the shape of a magnifying glass), lockpicks, listening cone, glass cutter, key-making set, dog pepper, wrist sheath (for dagger), boot sheath (for knife), brown suede cloak trimmed with fur, black dress, black leather boots, 12 gp, 10 sp, 6 cp

Nonweapon proficiencies: Disguise (15), information gathering (18), observation (18)

You are Shelly Holmes, a private investigator and a woman of many talents. Whodunits are your bread and butter. A good mystery makes your heart race. Intrigue is your watchword, and bringing the perpetrators to justice is what you live for.

You love your work: investigating crimes, following people, and gathering clues. There is nothing you would rather do, and you do your work very well. You have been making a living at investigating for private individuals for five years and have turned a handsome profit with the work, turning in a few dozen felons to boot. Let justice be done!

You are meticulous in checking out the unknown. You love to examine things, uncover evidence, interrogate witnesses. Someday you will put all of your knowledge of investigating into books so others can pursue your chosen career.

DOPPELGANGER, RAVENLOFT

™ and © 1993 TSR, Inc. All Rights Reserved.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13–14)
TREASURE:	E
ALIGNMENT:	Neutral evil
NO. APPEARING:	3–12
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1–12 (fist) or by weapon
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	650

The Ravenloft doppleganger is a master of mimicry that survives by taking the shapes of humans, demihumans, and humanoids.

In its natural form, the Ravenloft doppleganger is a bipedal sexless humanoid with a monstrous face. It has a hairless head, ash-gray complexion, and pointed ears that bend out from the head rather than lying against the skull. The space between the mouth and nose is far too large—several inches at least—while the eyes are too high up on the face. The skin is thick and folded (giving the doppleganger a natural Armor Class of 5), and the fingers and toes have no nails.

A doppleganger is rarely seen in its natural form, however; usually it is mimicking the form of another humanoid. When a doppleganger dies, it reverts to its true form. Sometimes (particularly if the doppleganger takes a long time to expire), it first shifts through one or two of the other forms it has mimicked recently before reverting at last to its true form.

Combat: This monster is able to assume the shape of any humanoid creature between 4 feet and 8 feet high. The doppleganger seeks out a solitary victim, makes the kill, then uses its mimicry ability to assume that creature's form. The doppleganger can then insinuate itself into a group, using its *ESP* ability to behave as others expect it to behave, thus lulling its future victims into believing the doppleganger is their companion.

A Ravenloft dopplegangers is immune to *sleep* and *charm* spells. It rolls all saving throws as a 10th-level fighter.

Mimicry: Unlike its weaker cousin (who is only 90% effective in its mimicry), the Ravenloft doppleganger can make its new shape authentic to the touch. Anyone touching a Ravenloft doppleganger in its new form will be unable to tell it from the real thing. The actual process of taking the victim's shape takes a full round to complete.

While the doppleganger can change its outer shape, it cannot alter its true nature. No matter what form it takes on, the doppleganger retains all of its original combat values and attributes. It could, for example, make itself look incredibly muscular, but it would in fact be no stronger.

Before it can mimic someone with any degree of accuracy, a doppleganger must get a good look at its target. (This usually means the doppleganger must approach to within 30 feet.) However, bad lighting can reduce this distance, and magic, such as a *crystal ball*, can increase the distance, as can certain items of mundane equipment. (It is amazing how much detail a spyglass can pick up.)

Equipment: A Ravenloft doppleganger is able to alter the shape of any equipment it carries. However, this ability functions only between items of similar function and material. For example, the doppleganger could change a sword into an axe, or clothing into leather armor—even ragged clothing into an elegant gown. But it could *not* change normal clothes into plate mail.

While in its new form, the object functions normally. An axe changed into a sword, for example, does damage as a sword.

Equipment and belongings are held in their new shape by the will of the doppleganger. If a doppleganger's clothing or equipment is separated from the creature by a distance of 5 feet or more, the objects revert to their true form.

The doppleganger knows full well the limitations of its mimicry. For this reason, it is rare to find a doppleganger that is not carrying a little bit of everything. The Ravenloft doppleganger usually wears normal clothes

™ and © 1993 TSR, Inc. All Rights Reserved.

and carries a medium-sized metal weapon, small metal pieces such as daggers and tools, and wooden objects like figurines and lutes. (It never knows what it will have to imitate.) The doppleganger prefers, however, to use real items whenever possible. Victims will always be stripped of their belongings.

ESP: The doppleganger's *ESP* ability operates exactly like the spell. The only exception is that it can attempt to read a creature's mind as often as it wants. For the Dungeon Master, this means that there is normally no point in rolling saving throws for the PCs involved, since they are bound to fail sooner or later. Rolling a saving throw is necessary only in time-critical situations.

The ability to read minds serves the doppleganger in preparing for the murder of a victim and in maintaining its mimicry after making the switch. Initially, it reads the minds of a group of characters to learn their habits and abilities. This gives the doppleganger an idea of who would make the best victim and when would be the best time to strike.

Before it actually kills its chosen victim, the doppleganger spends several days reading that person's mind to familiarize itself with the victim's personality and way of doing things. Once the doppleganger is in place, it uses its *ESP* ability to continually read the minds of the people around it. From their thoughts, the doppleganger learns to do exactly what they expect the person it is mimicking to do. In this way, the doppleganger is never surprised and rarely acts in a suspicious manner.

One of the trickier situations that a doppleganger must handle is skilled labor. The person that has been replaced doubtlessly had talents that the doppleganger is unable to imitate (spellcasting, high-level thieving abilities, or special proficiencies, for example). The doppleganger uses its *ESP* to forewarn itself of these situations, attempting to weasel out of performing tasks that it is incapable of doing.

Habitat/Society: Doppleganger clans are structured hierarchically. There is a leader (usually the oldest doppleganger) and a pecking order that tends to place the youngest at the bottom. The age of a doppleganger can be determined only when it is in its true form. The more creases it has under its eyes, the older it is.

When planning an infiltration, the youngest dopplegangers get the most dangerous jobs and replace the lowest-ranking victims of any target group. The highest-ranking victim will be replaced by the head of the clan.

Because dopplegangers are asexual, they care little for distinctions based on gender. When mimicking a person of a particular gender, a doppleganger will often ignore or even rebel against the limitations placed on that gender by society, but will readily comply with these limitations for self-preservation.

The doppleganger's inability to imitate skills means that it will try to pick a victim whose daily life does not involve skilled labor or unique abilities. (Dopplegangers avoid replacing wizards.)

Unlike their weaker cousins, Ravenloft dopplegangers can learn certain very specific skills. They may learn any of the thieving skills up to the equivalent of a thief of 7th level. These skills can be used only when the doppleganger is in the form in which the skills were learned; they cannot be used in any of the doppleganger's other human shapes.

Although these skills allow a doppleganger to mimic a thief with ease, a doppleganger rarely picks a thief when looking for a victim to replace. Dopplegangers prefer to mimic law-abiding citizens.

Dopplegangers are both greedy and cowardly. They tend to favor rich targets but spend the wealth they embezzle frivolously. When confronted or in times of true danger, they flee. It is rare for a doppleganger to accept any significant risk once it has achieved a new shape.

Dopplegangers rarely work alone. Each doppleganger belongs to a small, tightly knit clan of three to twelve members and no children. Clan members work together to murder a victim and set one of their number up in that person's place. Once one doppleganger has insinuated itself into a new life, it can work from the inside to help its clan members claim other victims.

Usually dopplegangers work from the bottom up. (It is difficult to replace a wealthy noble without inside help.) First, the dopplegangers replace a guard or servant in the noble's home. From there, they take over a high-ranking servant such as the captain of the guard or the head butler. With the captain or butler replaced, they aim for a family member. When several dopplegangers are established inside the noble's estate, it is relatively easy to replace the noble himself.

Ecology: The single most limiting aspect of doppleganger ecology is that they cannot reproduce among themselves; they must mate with humanoids of other races to produce offspring. In its natural form, the doppleganger is sexless, but it can imitate a member of either sex.

Doppleganger genes are always dominant. A newborn child who has one doppleganger parent and one humanoid parent appears to be of the same race as its humanoid parent. It is indistinguishable from any other child of that race.

The child's doppleganger heritage is not revealed until it reaches puberty. Gradually, the child's appearance begins to change, shifting more and more toward that of the doppleganger's true form. When this begins to happen, a member of the doppleganger clan approaches the child and reveals the child's true nature.

Normally, it is the doppleganger parent who reveals this fact to the child (if it is still masquerading as the husband or wife of the humanoid parent). Because a dozen years or more elapse from the conception of the child until it is ready to be brought into the clan, sometimes the doppleganger parent's true nature will have been discovered. The doppleganger parent may have been driven away or destroyed by the time the child reaches puberty. In these cases, another member of the clan will attempt to make contact with the child when the time is right. However, this is not always possible.

If the child doppleganger is not taught about its true heritage, it is likely to be caught and killed.

CITY OF PARIDON

Scale: 1 Inch = 500 Feet

Ravenloft Campaign Setting

1. Player Characters Start Here
2. The First Victim
3. Twin Sons Public House
4. Twilight Yawn Inn
5. The Fourth Victim
6. Poor House
7. Meeting with Sodo (in sewers)
8. Winking Eye Stitchery
9. Paridon Guard Headquarters
10. Printer's Shop/Paridon *Newsbill*
11. The Fifth Victim
12. Minced Meats Butcher Shop/The Second Victim
13. Williby & Heffnel Notaries
14. Home of Dr. Wolfgang Arturus
15. Morton's Funeral Home
16. Vigilance Committee Meeting Hall/The Third Victim
17. Home of Felicia Sweet

ABOVE GROUND

- Sewer Access Hatch
- Murder Victim

BELOW GROUND

- Main Sewer Tunnel
- Access Tunnel
- Bridge
- Grate

©1994 TSR, Inc. All Rights Reserved. Printed in the USA.
RAVENLOFT is a registered trademark owned by TSR, Inc.

Advanced Dungeons & Dragons®
2nd Edition

Ravenloft®

Official Game Adventure

Hour of the Knife

by Bruce Nesmith and Lisa Smedman

SCANNED BY: JACK D. KNIGHT

A madman stalks the fog-shrouded streets of Paridon, killing with gruesome precision—and always at midnight.

A party of brave adventurers witnesses the most recent of these brutal murders. Now that they've seen the killer's face, they're sure to be his next targets.

Who can be trusted in this city where the residents are not what they appear to be?

Those who dare to track the killer will find strange allies—and even stranger enemies. The adventurers must investigate the ancient mystery behind the murders that take place when the clock strikes the "Hour of the Knife."

This 64-page adventure includes a full-color poster-sized map of Paridon. The adventure is based on the popular RPGA® Network tournament by Bruce Nesmith.

TSR, Inc.
POB 756
Lake Geneva
WI 53147
U.S.A.

TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ISBN 1-56076-892-4

$9.95 U.S.
$11.95 CAN
£5.99 U.K.

ADVANCED DUNGEONS & DRAGONS, RAVENLOFT, and RPGA are registered trademarks owned by TSR, Inc. The TSR logo is a trademark owned by TSR, Inc.
© 1994 TSR, Inc. All Rights Reserved. Printed in the U.S.A.